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INSIDE THIS ISSUE...

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- SONIC SPINBALL
- THE LOST VIKINGS
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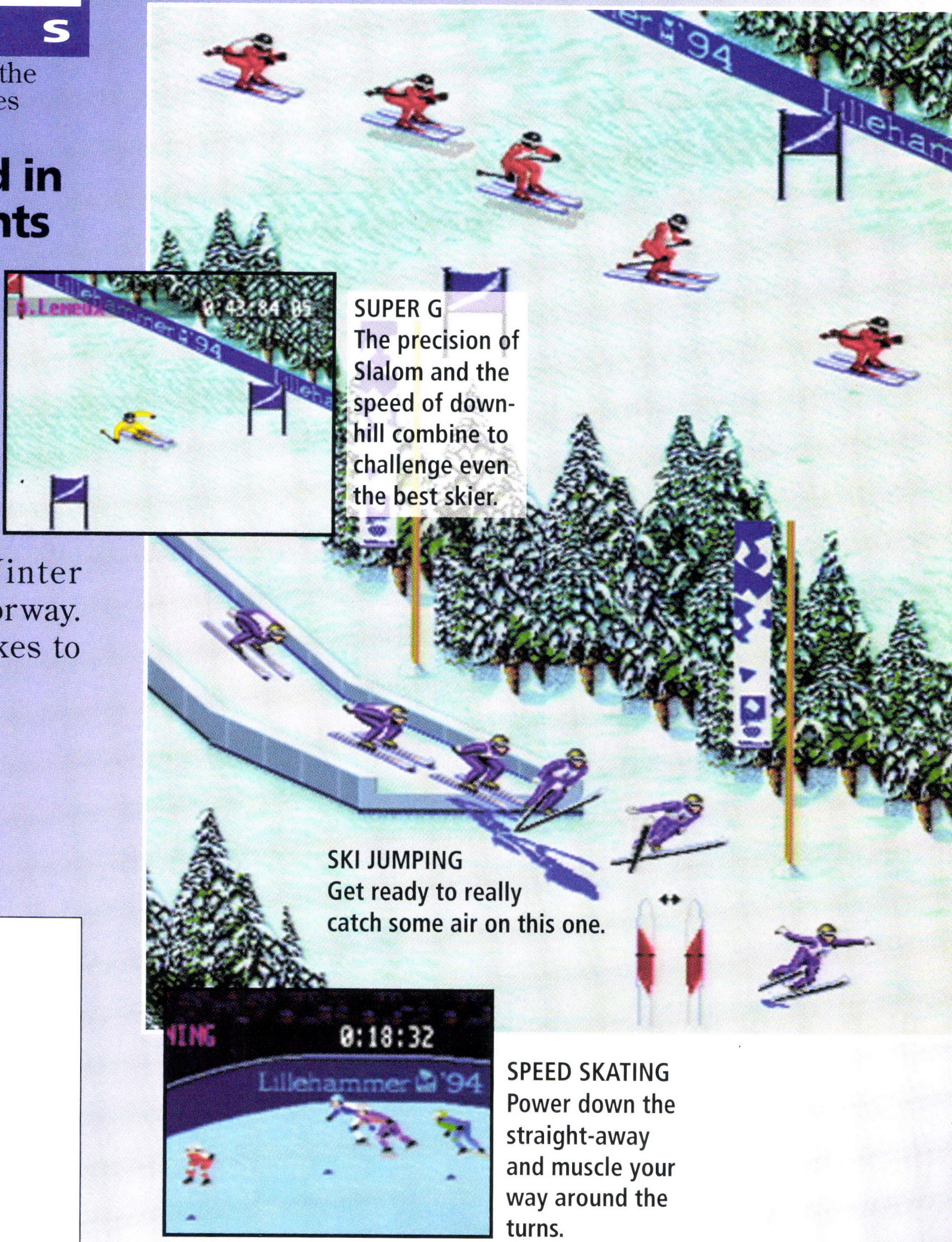

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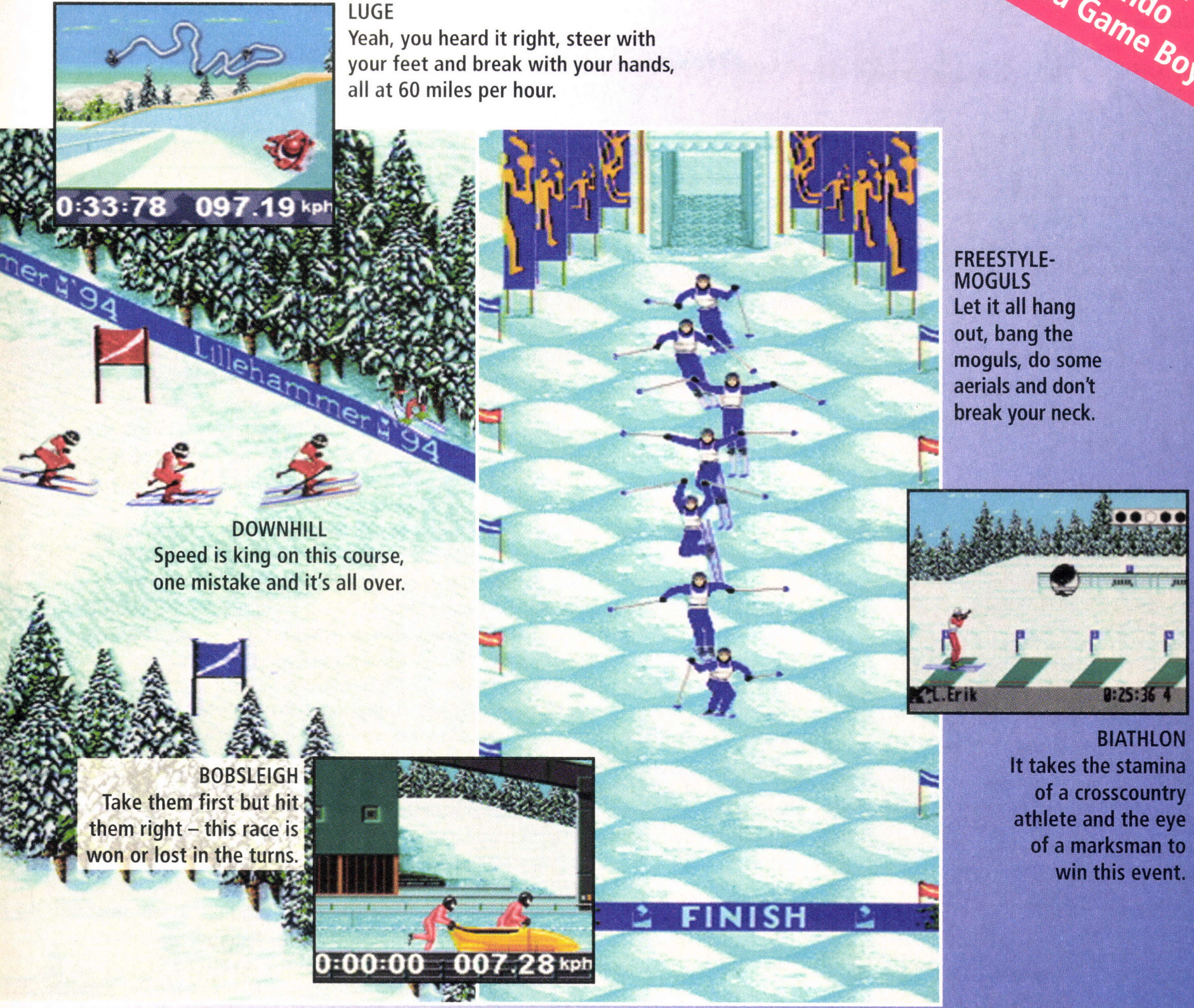
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The All-Sega™ Magazine

December, 1993
VOLUME 4, NUMBER 6

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PRESS START

ANOTHER YEAR FOR SEGA: SOME GOOD, SOME BAD AND...

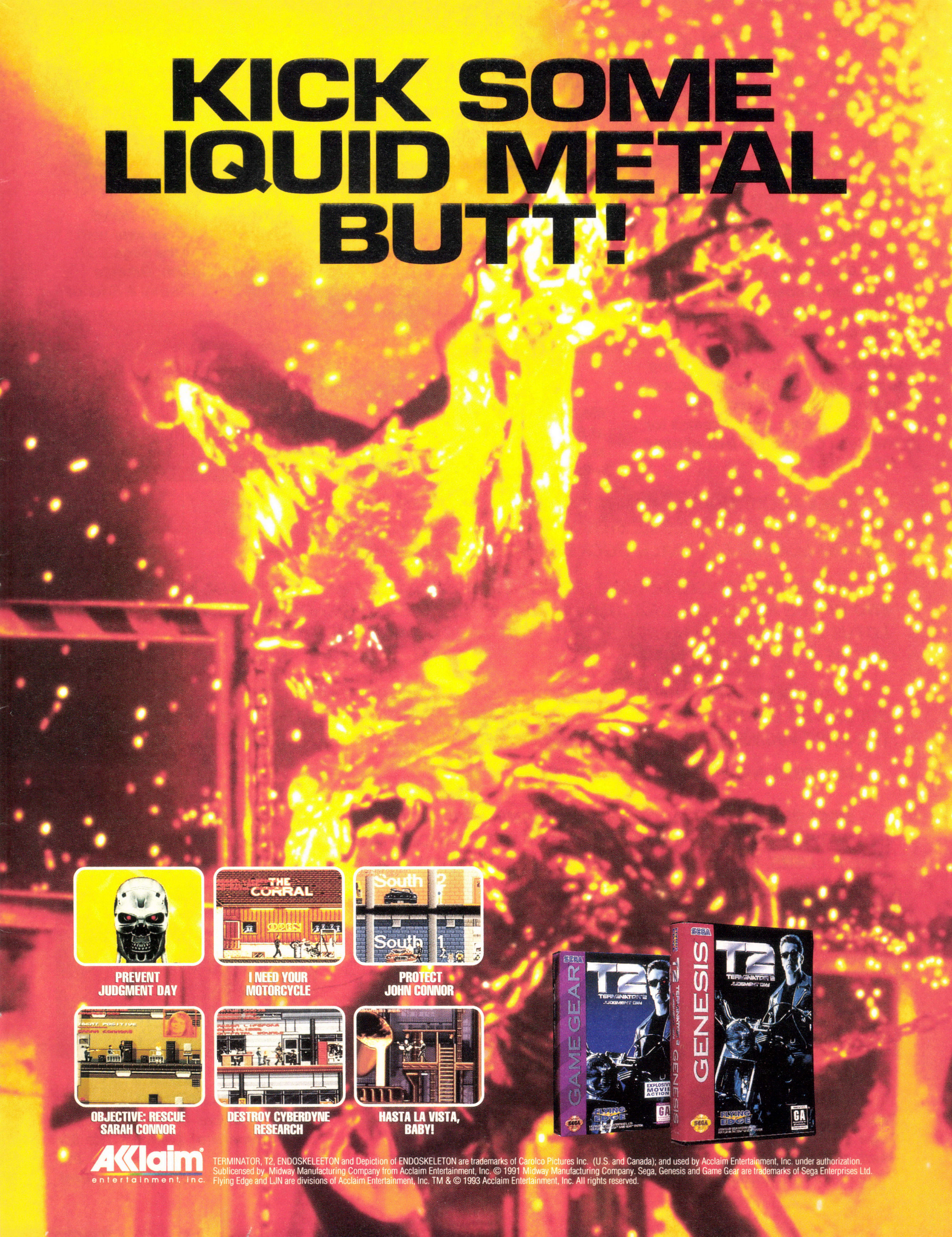
Will Sega be going to the next level? Maybe sooner than you think. With this year wrapping up, a review of the games shows some failings and some vast improvements. Surprisingly enough, some of the biggest surprises either came out of nowhere or had low expectations. Take Gunstar Heroes, for example. This was a game that got basically no attention at the summer Consumers Electronics Show. Yet when our staff started putting pages together on it, we discovered we had an excellent game on our hands—with effects never before attempted on the 16-Bit platform! On the other hand, games for the Sega CD format didn't really get up to snuff until recently with Sonic CD and Dragon's Lair. Granted, some of the earlier releases were average at best (remember Dana Plato's dramatic performance in Night Trap, and the ever-annoying Ghost in Sewer Shark?), but lately it holds real promise. It is unfortunate that it took Sonic's speedy little legs this long to catch up with the system. Had that game been packed in with the system, who knows exactly how things would have turned out.

With the addition of several new licensees, a few new titles will obviously be in the works. Konami started out with a bang with Sunset Riders and followed it up with Rocket Knight Adventures, Zombies Ate My Neighbors and even the Sega CD entry Lethal Enforcers—gun included, too! One of the more exciting titles coming up is Castlevania: Bloodlines, which promises to be a very different Castlevania game. With Sega allowing blood in their games, the possibilities are endless! Capcom released Street Fighter Special Champion Edition—sporting 24 Megs for the Genesis. A record in terms of Genesis cart size! They have come a long way from the days when people were excited about Strider, the first 8-Meg game.

Now, all the attention is turning to the new 32-Bit Sega Saturn system. Is this designed to combat the promise of the big N's CD? The two kings of the gaming mountain have been playing leap frog all year trying to outdo each other in softs and system specs. Sega was the initial winner in the hardware race, but now the stakes are higher with 32-Bit machines as the next generation of game systems. Sega may find themselves at a crossroads with this system, but one thing we can say is it will surely be interesting in an industry where the competition is heating up—especially with the upcoming Jaguar, 3DO and the possibility of a 64-Bit CD-ROM systems from Nintendo.

On another note, you may have noticed Mega Play is changing. Perhaps that is not the right word: we will be doing more blowouts of games like we have done in the past (i.e., Splatterhouse 2 and Streets of Rage). These Mega Plays have been absent recently, but we find them fun to do, and we hope they are helpful guides to beat some of today's most challenging games. Let us know what you think and what you'd like to see in '94!

ED SEMRAD
EDITOR


KICK SOME LIQUID METAL BUTT!
PREVENT JUDGMENT DAY
I NEED YOUR MOTORCYCLE
PROTECT JOHN CONNOR
OBJECTIVE: RESCUE SARAH CONNOR
DESTROY CYBERDYNE RESEARCH
HASTA LA VISTA, BABY!
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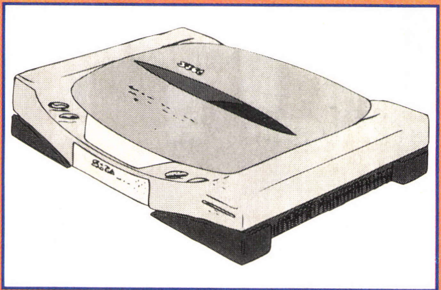

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W.N.
10:22:02
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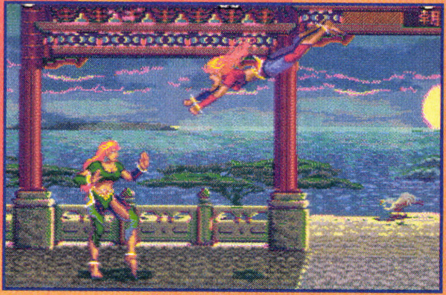

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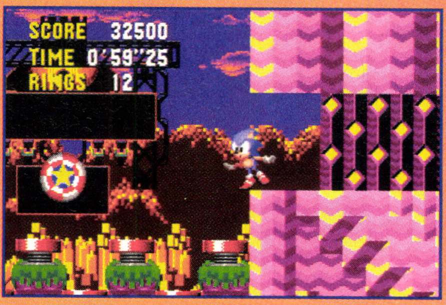

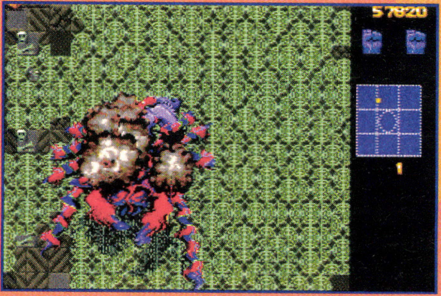

80
GAME OVER
Tour the offices of LucasArts, the programmers of Zombies Ate My Neighbors, if you make it to the end of this hair-raising adventure!

Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

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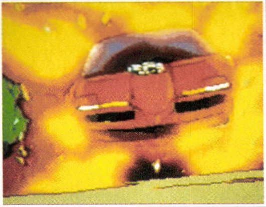

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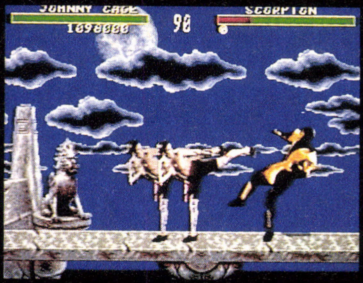

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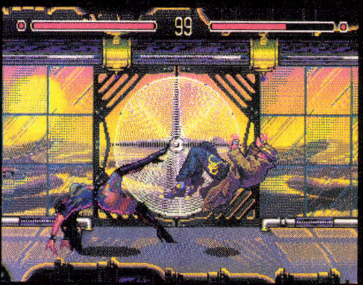
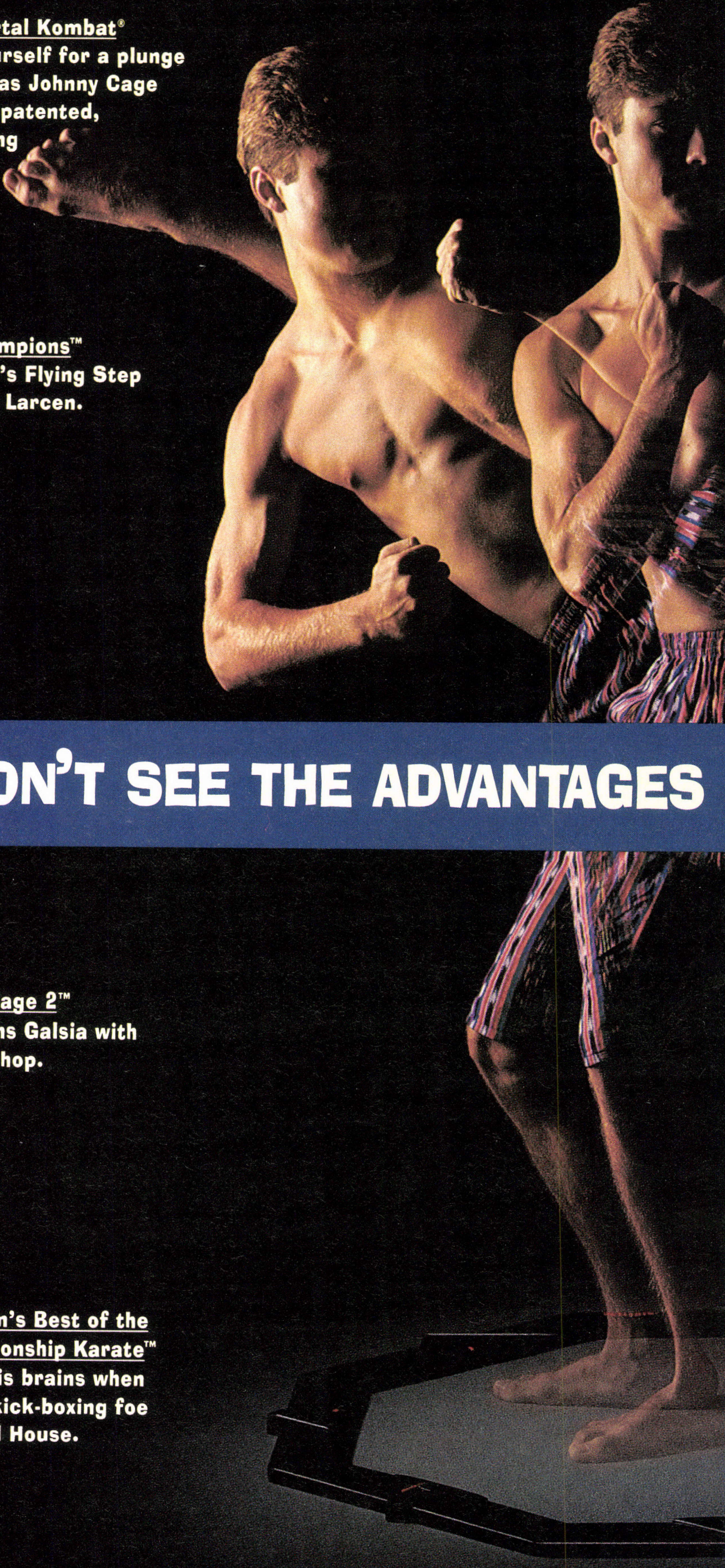
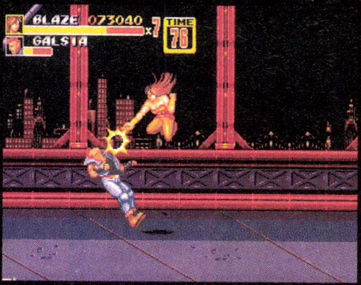


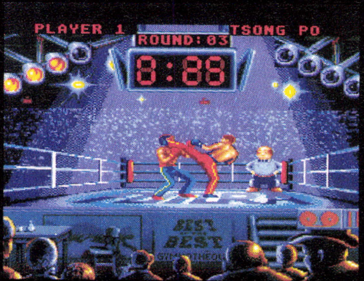
Eternal Champions™
Use Shadow's Flying Step to stomp on Larcen.



SOME KIDS WON'T SEE THE ADVANTAGES



Streets of Rage 2™
Blaze flattens Galsia with her karate chop.



Electro Brain's Best of the Best Championship Karate™
Rearrange his brains when you hit this kick-boxing foe with a Round House.

WELCOME TO T

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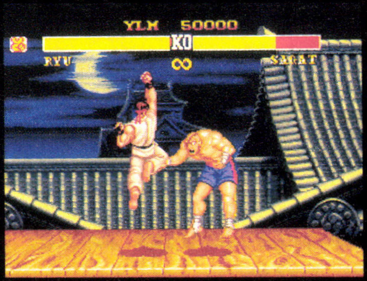
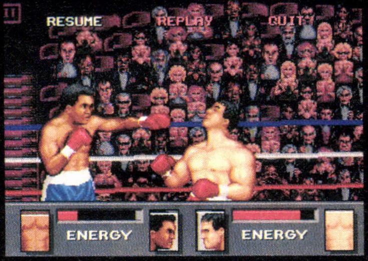
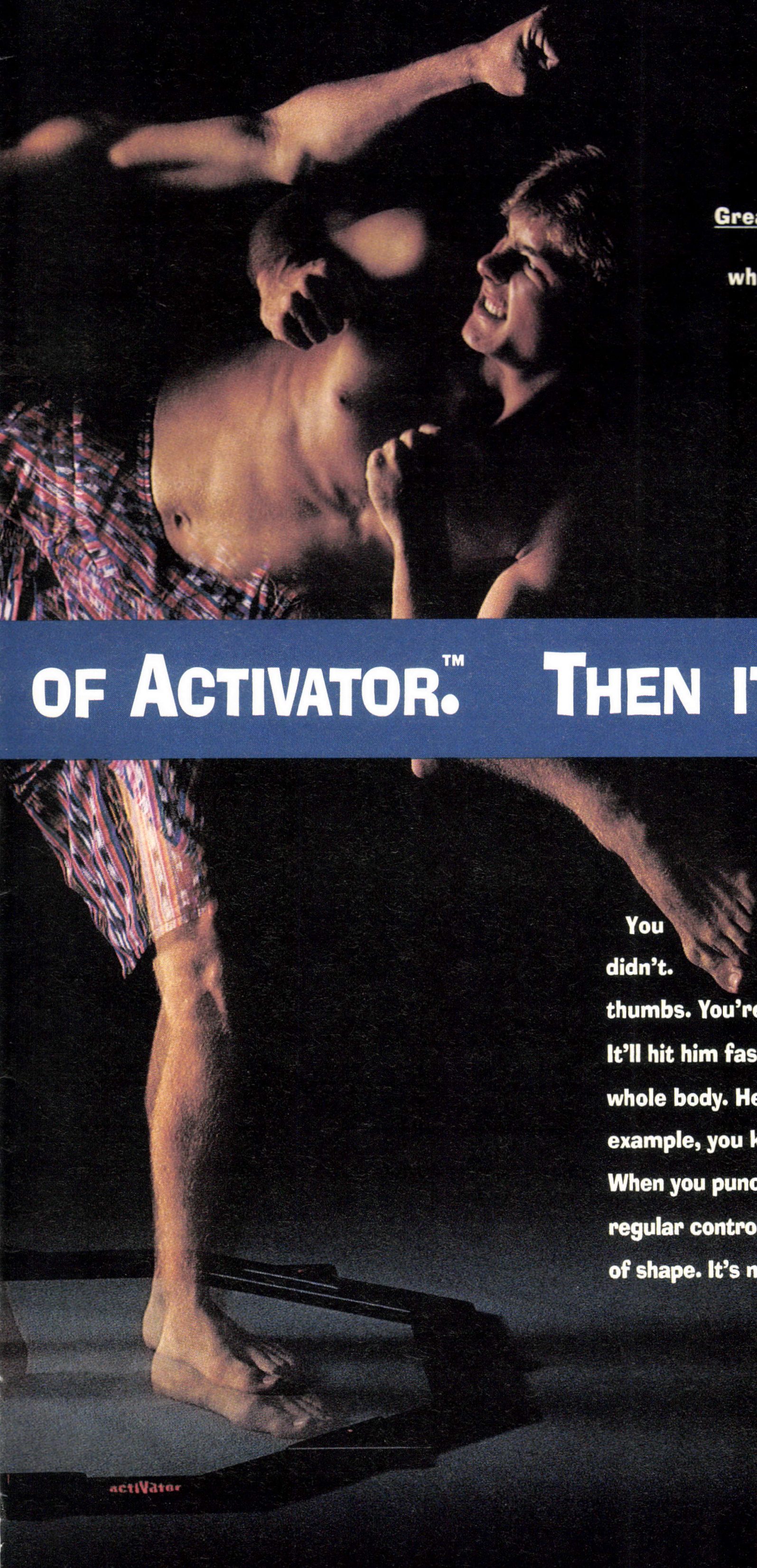


Capcom's Street Fighter II™: Special Champion Edition
Ryu takes a bite out of Sagat when you use his Dragon Punch.



Greatest Heavyweights
This round is over when you left jab the big bruiser.



OF ACTIVATOR.™ THEN IT WILL HIT THEM.

SEGA

You figured it out. Your opponent didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

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MEGA MAIL

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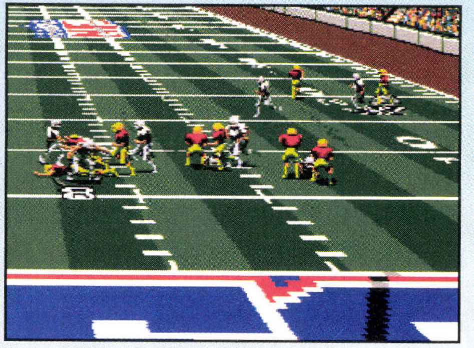
UNHAPPY OWNER...

I'm a faithful Sega owner (Genesis and CD), but I have a bone to pick with Sega. Two weeks ago I bought the Sega CD and the Road Avenger game. I was very happy with my purchase and especially enjoyed playing Sewer Shark. One week later I bought the long anticipated Joe Montana CD. After I played it, boy was I disappointed. The best part of the game was the intro screens. The men look like a cross between Intellivision Football and Madden '92 for the Super NES. The graphics aren't good, the commentary is after the play not during it, there are no weather conditions, and there's disk access time between plays. Hey Sega, what's going on? This game was pushed back from July to October and this is it? I took the game back because of poor play and defects.

When I buy a CD game, I expect it to be better than the cartridge. Sega is a year ahead of Nintendo in the CD race and Sega is getting lazy and making poor-quality games. I know I'm not a Sega CEO or middle manager, but it doesn't take a genius to figure out that great games sell. As of now, there are no outstanding Sega CD games.

Russell O. Sanders
Washington, D.C.



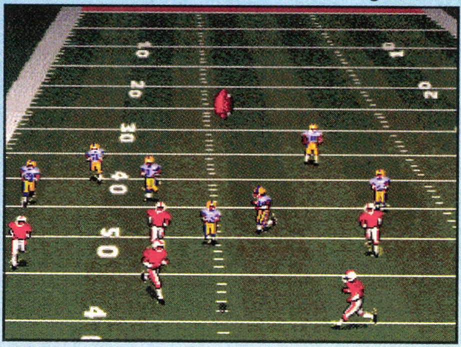
Joe Montana is one of the first sports games produced for the Sega CD.

(Ed. No outstanding games you say? Well, that depends on what type of games you enjoy. If you're a sports fan (which it sounds like you are), then it's understandable why you're mad, since there is only one sports game on the market for the Sega CD. If action games are your forte, then Sonic CD along with Spider-Man vs. the Kingpin and Instruments of Chaos will suit you. For shooter fans, there's Silpheed and Robo Aleste. While it is true that the Sega CD hasn't exactly had a flood of top-notch games, you have to give the programmers time, even if the system is over a year old.)

MORE SPORTS GAMES!

I'm a big-time sports game lover and I own all the Madden games plus every year of the NHL series. But what about the Sega CD? What kind of sports games will be available for it in the future? Is Sega going to be the only company making sports games or can we look forward to CD games from all the other companies?

Joseph Padony
Arlington, VA



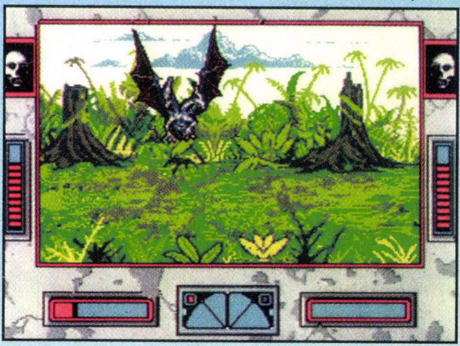
Bill Walsh College Football is now coming to the Sega CD from Electronic Arts.

(Ed. No need to fear Joseph, Electronic Arts has recently announced that many of their sports titles, originally released on cartridge format, will soon be coming to the Sega CD. Bill Walsh College Football (which you'll find in this issue) and NHL '94 are the first games in the series to be released. You can probably expect to see many other companies converting their popular sports titles to the CD format. Although minor changes like full-motion video screens and real music are added, it's a great addition for people who own a Sega CD and want more from it.)

MORE MENACER GAMES!

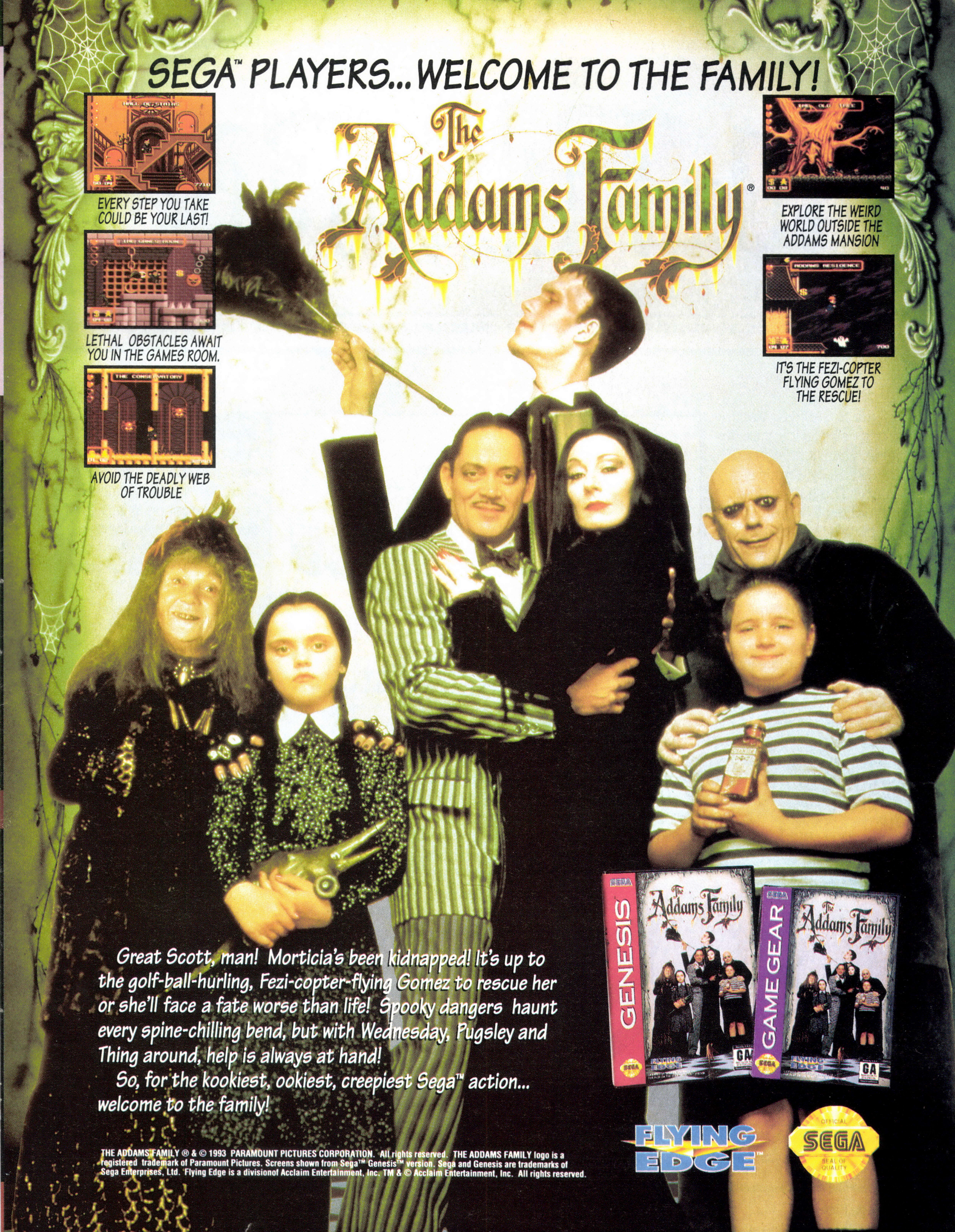
I've got a question for you guys—what ever happened to the Menacer? As soon as Sega announced that they were releasing this cool light gun, I ran out to purchase it right away. I had fun with the 6-in-1 game cartridge that came packed with it, but I soon bought T2 and had even more fun. But as I stroll through my local store's aisles, I never see any more Menacer games, not even from third-party manufacturers. Has Sega completely abandoned this gun to put all their work into redesigning the Sega CD and producing games for it? I remember reading about games like Gallagher's Gallery and Space Pirates from American Laser Games which would be perfect for the Menacer, but what else can we expect? I really like the Menacer and hope to be able to buy more games and use it once again.

Brent Jordan
Brockton, MA



Monster Hunter from Sega is one of the latest games made for the Menacer.

(Ed. Sega has been quietly developing a game for the Menacer to be called Monster Hunter. The idea behind the game is simple. You are a game hunter on a mission to score the ultimate catch. Use the Menacer to shoot at the monsters and bag 'em for points. The monsters range from pterodactyls, giant radioactive mutants and even bone-crushing dinosaurs! The landscapes range from exotic locales on other planets to the darkest regions of our own planet. Sega hasn't been cranking out Menacer games because they have been trying to keep game quality as high as it can be.)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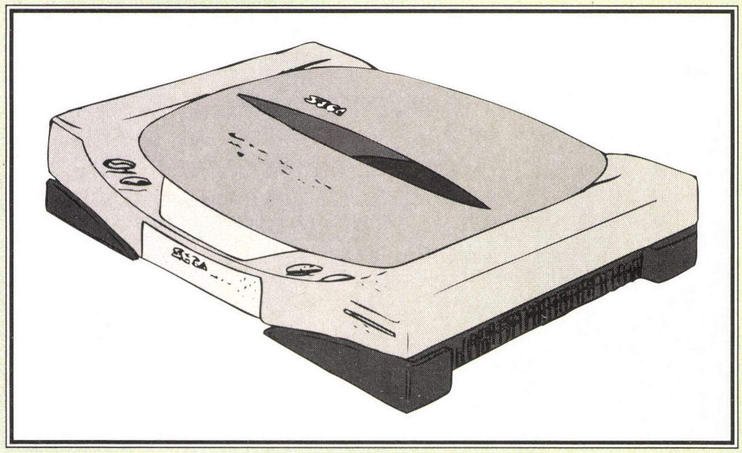
SEGA'S 32-BIT SATURN ON THE WAY!



Here is an artist's rendition of what the 32-Bit Saturn machine could look like. Will it be a cartridge or CD-ROM based system?

True to the hype and the stories surrounding its creation, Sega's powerful 32-Bit Saturn system is a reality. The name 'Saturn', dubbed by Sega of America's President, Tom Kalinske, shows real promise in the growing number of game systems.

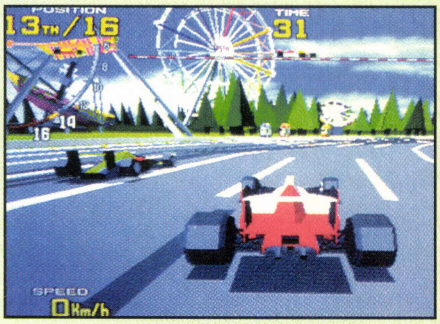
At the heart of the Saturn lies a customized 68030 processor developed by Sega and Hitachi. These chips can crunch numbers in the neighborhood of 18 to 24 Mhz. While this processor can do a great job with the new 32-Bit hardware, analysts are saying that the Saturn may likely be incompatible with the Genesis and Sega CD! For it to be compatible, Sega would need to construct new sets of 68000 and Z80 chips for use in the Saturn. Since Sega is already worried about the price of the Saturn, it is unlikely that these chips will make it into the final specifications.

Naturally, the biggest question on everyone's minds is whether or not the Saturn will be a cartridge or CD-ROM system, or even both? Since we are seeing many more game systems becoming CD-based systems, Sega will probably go with cartridge and CD-ROM compatibility. If this happens, expect the cost to be around $400, because of the CD drive unit.

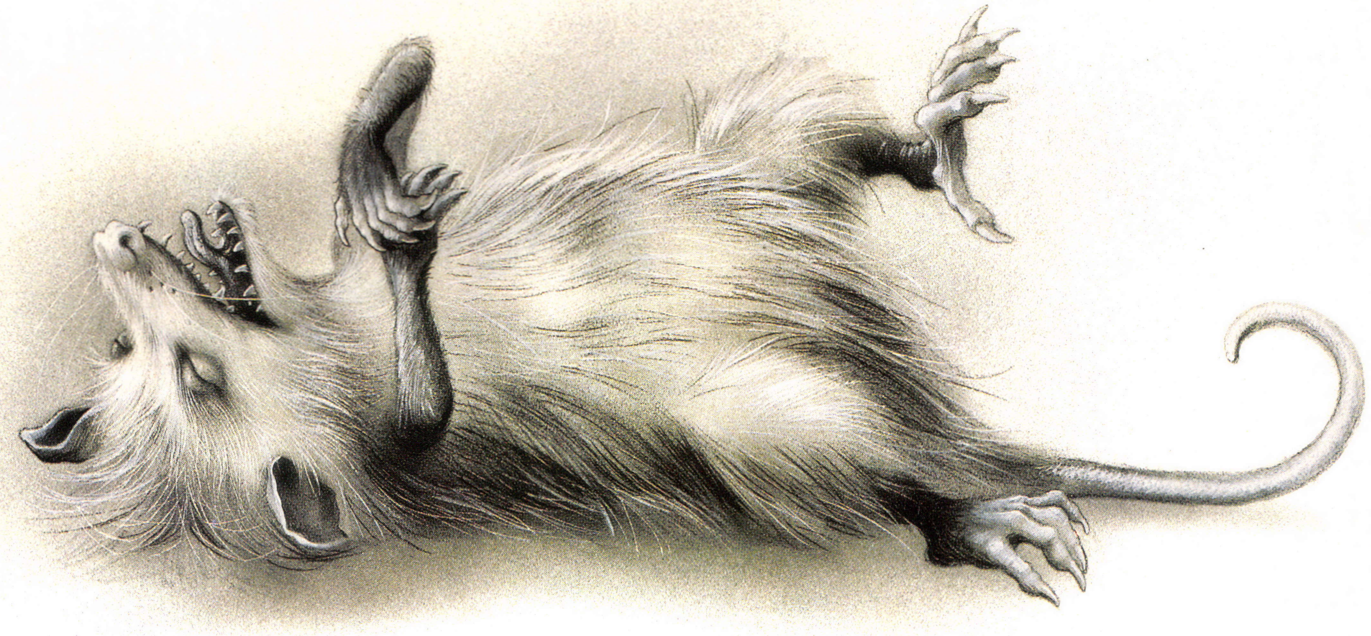
As expected, many of the Japanese game companies are worried about the future of the Mega-CD. If the Saturn becomes the next step up, what will happen to all that money spent on R & D for the Mega-CD? And will Sega just completely dump the Mega-CD, leaving gamers furious? These problems could also hit home. With Sega putting out an impressive advertising campaign to get game players interested in the Sega CD, what would happen when and if they decide to release the Saturn here in the States? Critical sales during the Christmas season would plummet, once shoppers realized they should just wait six months to buy a Saturn instead of purchasing a Genesis or Sega CD right now.

The Saturn looks to be a promising system, but the lack of compatibility with older games may hurt it.

How will the new Saturn affect the future of the Genesis and Sega CD systems due to lack of compatibility?



Virtua Racing could be one of the first games available for the Saturn.

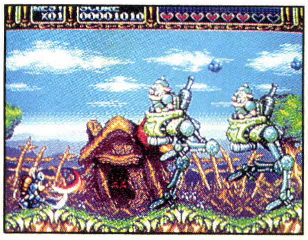


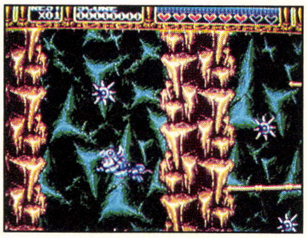
WHEN CONFRONTED WITH DANGER OPOSSUMS WILL OFTEN PLAY DEAD...

THIS ONE GOES

Order your official Sparkster™ T-shirt. Details inside.
KONAMI
ROCKET KNIGHT ADVENTURES™
OFFICIAL SEGA SEAL OF QUALITY
SEGA GENESIS

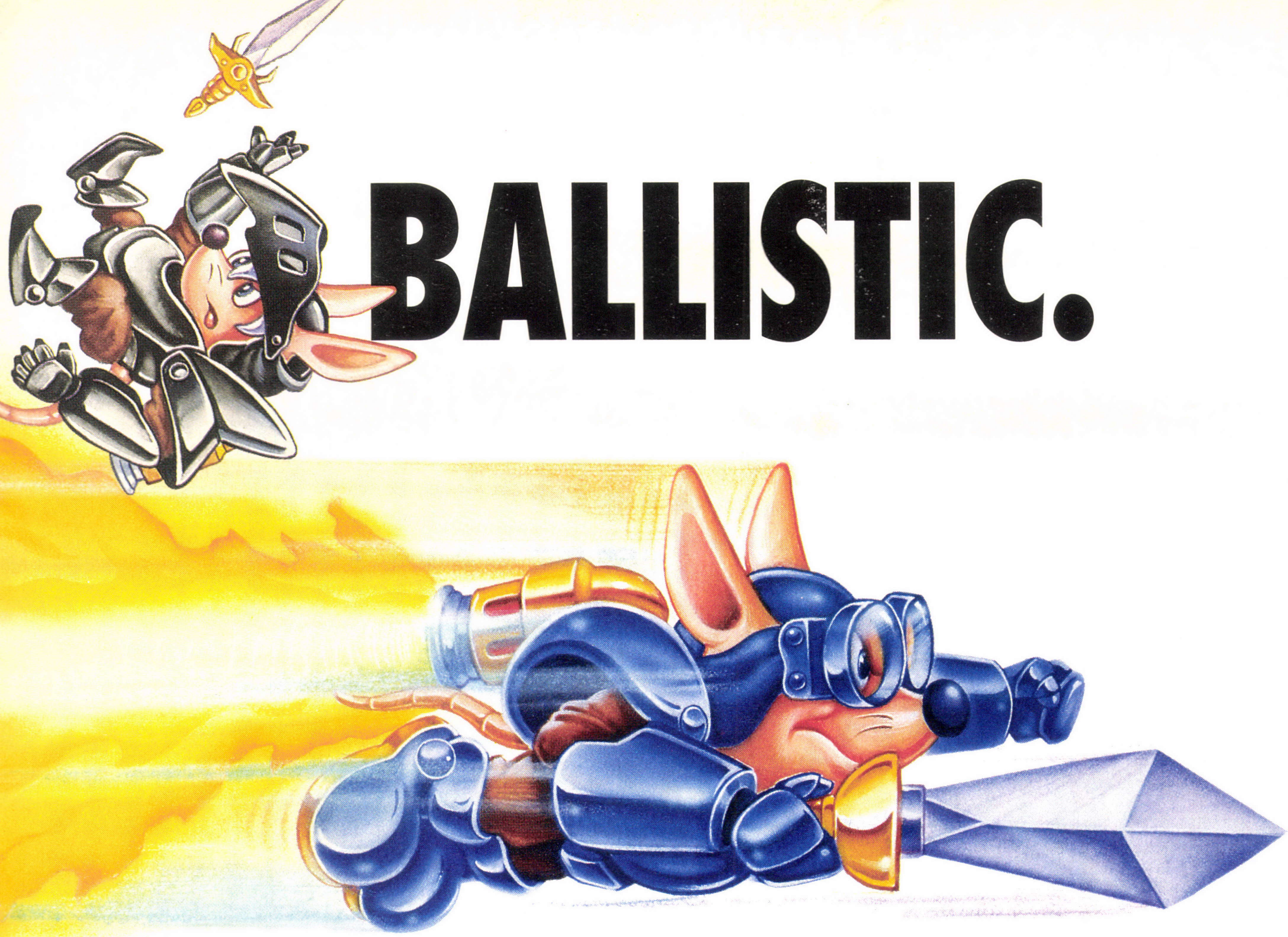
It's Sparkster™ the Rocket Knight, the most amazing opossum ever to rocket to stardom! He's the star of **Rocket Knight Adventures**™ for Sega™ Genesis.™ And he's got pumped up personality, warp speed and quick wits.





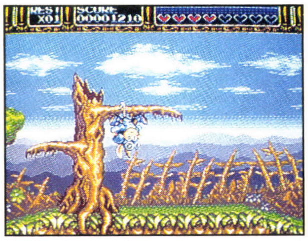
Konami Game Hint and Tip Line: 1-900-896-HINT (4468). 70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Rocket Knight Adventures™ is a trademark of Konami (America) Inc. © Sparkster is an official Konami character and all rights are reserved. Konami is a registered trademark of Konami Co. Ltd. © 1993 Konami (America) Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. All rights reserved.

BALLISTIC.



REST
X02
SCORE
00010500

Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves, flies and rides in new directions to escape opossum punishment. Will he hang tough? You bet, 'cause his talented tail can get a grip on all kinds of hairy situations.



You're the thrust-miester controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity room, and Axle Gear's massive laser blaster.

REST
X01
SCORE
00000000

That's only some of what awaits Sparkster the Rocket Knight. So rustle up some courage and launch into the most animalistic action this side of Zebulous.

KONAMI®

MEGA TRICKS!!!

The Ultimate in Sega Secrets!

MORTAL KOMBAT

(Arena/Genesis)

The DULLARD Code

Press START at the Title Screen. At the screen where you can choose Game Start or Options, do this code with controller 1: DOWN, UP, LEFT, LEFT, button A, RIGHT, DOWN. A third option will appear on the screen that says, "Cheat Enabled." Highlight this new option and press START. You will see a menu that allows you to do new options. Test them!

Here is a listing of the Flags and their meanings:

Flag 0: One hit can kill the second player.

Flag 1: One hit can kill the first player.

Flag 2: Shadow moves across moon on the Pit stage.

Flag 3: Makes a head float in the Pit Stage background.

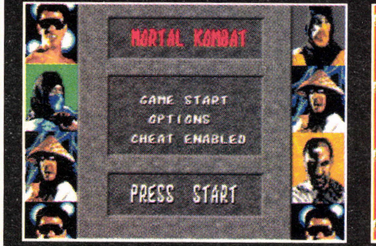
Flag 4: Reptile gives you clues before every match.

Flag 5: Unlimited continues.

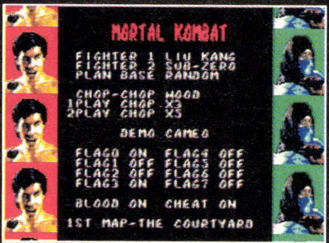
Flag 6: Computer does its Fatality when it wins.

Flag 7: Keeps the same background every match.

Paul Harrison; Bethesda, MD



Do the DULLARD Code at this screen. A new option appears.



```
MORTAL KOMBAT
FIGHTER 1 LIU KANG
FIGHTER 2 SUB-ZERO
PLAN BASE RANDOM
CHOP-CHOP MOOD
1PLAY CHOP X3
2PLAY CHOP X5
DEMO CAMEO
FLAG0 ON   FLAG4 OFF
FLAG1 OFF  FLAG5 OFF
FLAG2 OFF  FLAG6 OFF
FLAG3 ON   FLAG7 OFF
BLOOD ON   CHEAT ON
1ST MAP-THE COURTYARD
```

In the Cheat Enabled Option, this screen will appear.

SCORPION
352000
99
SUB-ZERO
PRESS STA
FINISH HIM

By turning on certain flags, you can access many options.

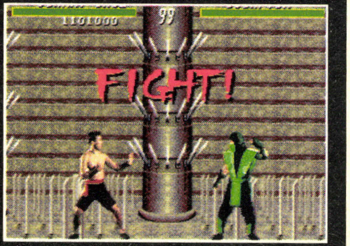


Figure out how to use the flags to find the Reptile!

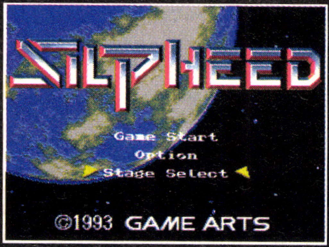
SILPHEED

(Sega/Sega CD)

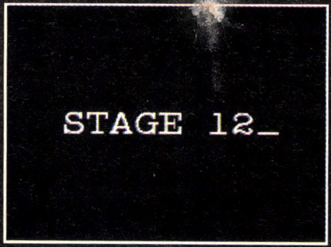
Stage Select

If you are having trouble getting past some of the more difficult levels in the game, this code will help you out. When the Demo/Cinema Screen appears, press these buttons in this order: DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, A, B. Then press the START button. When the Title Screen appears, press START. You will now see a third option on the menu: Stage Select! Move the triangles down to this option and press START. You may now access any one of the 12 levels of the game and any of the cinemas in between! These cinemas and opening sequences are labeled as separate stages in the level selection. Any "stage" after the original 12 will either be an opening demo, an in-between cinema or the ending cinema.

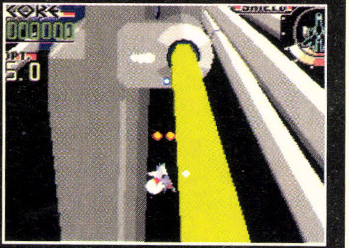
During the opening cinema sequence, do the trick.



When you reach this screen, you will see a Stage Select!



Choose the Stage Select Option and start anywhere.



You can go to later levels with higher powered weapons.

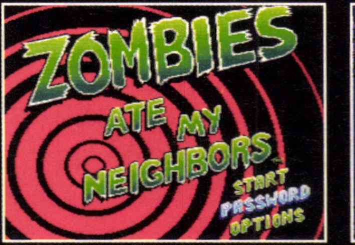
ZOMBIES ATE MY NEIGHBORS

(Konami/Genesis)

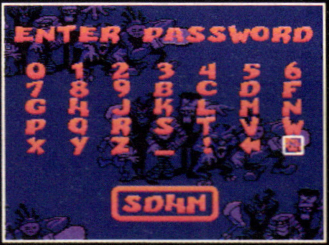
Passwords

At the Title Screen, access the Password Option and press the START button. On the Password Screen, enter any one of the following codes:

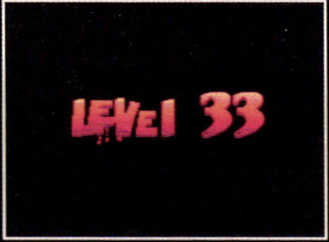
Level 05: CYZQ
Level 09: GBRS
Level 13: DCFK
Level 17: BMLK
Level 21: PQBR
Level 25: LLNN
Level 29: QNKR
Level 33: SDHM
Level 37: BKVR
Level 41: BZPM
Level 45: BNYZ
CREDIT LEVEL: QSDZ


ZOMBIES
ATE MY
NEIGHBORS
START
PASSWORD
OPTIONS

Highlight Password at the Title. Press START.


ENTER PASSWORD
SDHM

Enter the code of your choice for a set of higher levels.



After putting the code in, your starting level will show up.

You may begin at any of the levels that give you a code.

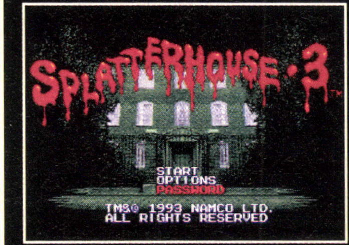
SPLATTERHOUSE 3

(Namco/Genesis)

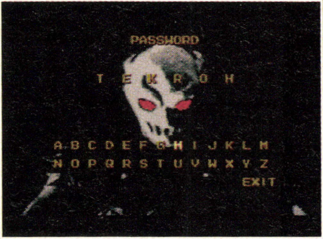
Stage Passwords

Here are some gruesome passwords for the game, Splatterhouse 3. At the Title Screen, move down to the Password Option and press the START button. The Password Screen will then appear. Enter any one of the following codes to go to higher levels in the game. Find more codes for different endings:

Stage 2: REISOR
Stage 3: ETLBUD
Stage 4:TEKROH
Stage 5: ELPOEB
Stage 6: LILITH
Stage X: GOFMTS


SPLATTERHOUSE 3
START
OPTIONS
PASSWORD
TM&© 1993 NAMCO LTD.
ALL RIGHTS RESERVED

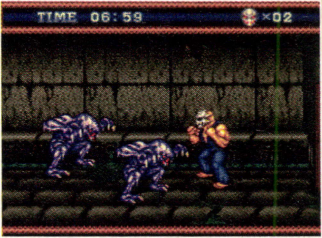
On the Title Screen, move to "Password." Press START.


PASSWORD
T E K R O H
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
EXIT

At the Password Screen, enter the code of your choice.

Stage 4
Mansion Basement

You will begin your game in the stage that you chose.


TIME 06:59
×02

Any level is at your disposal. Try to get different endings.

STREET FIGHTER II: SPECIAL CHAMPION EDITION

(Capcom/Genesis)

Only Special Moves

You must have a 6-button controller for the Genesis to do the trick. At the Capcom logo, press these buttons in this order on controller 1: DOWN, Z, UP, X, A, Y, B, C. You'll hear Chun Li say, "Ya Tai." Choose Game Start and play a one- or two-player game using only special moves or throws! These are the only moves that you can use in the game. This will present more of a challenge to the experts of this game!

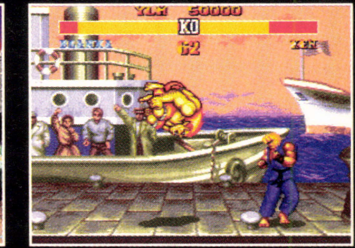
Donald Hubbard
Taylor, MI

At the Capcom logo, do the trick. You'll hear C. Li's voice.

HI 57903
KO
GUILE
98
RYU

Pick Game Start and begin a one- or two-player game.

Even against the computer, only your specials work!



This will make the game more challenging for the fighters.

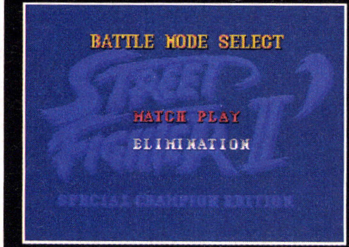
STREET FIGHTER II: SPECIAL CHAMPION EDITION

(Capcom/Genesis)

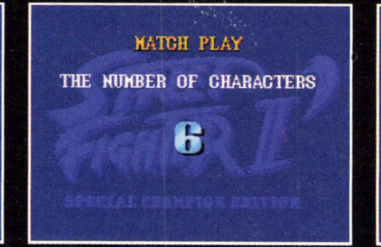
Same Character In Battle Mode

You must have a 6-button controller for the Genesis to do the trick. At the Title Screen, choose a game. At the next screen, choose a Group Battle. At the Battle Mode Select Screen, press these buttons in this order on controller 2: DOWN, Z, UP, X, A, Y, B, C. You'll hear Chun Li's voice. After that, choose Match Play or Elimination. Now, you can choose the same character to play against in Match or Elimination battles!

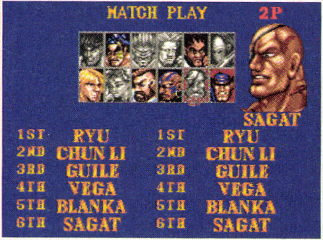
Donald Hubbard; Taylor, MI


BATTLE MODE SELECT
Street Fighter II'
MATCH PLAY
ELIMINATION
SPECIAL CHAMPION EDITION

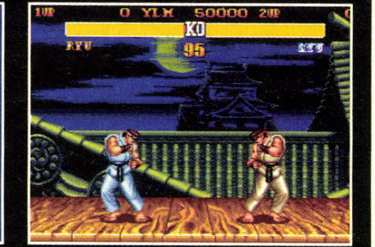
At the Battle Mode Select Screen, do the button trick.


MATCH PLAY
THE NUMBER OF CHARACTERS
6
SPECIAL CHAMPION EDITION

In Match Play or Elimination, choose your players.


MATCH PLAY
2P
SAGAT
1ST RYU
2ND CHUN LI
3RD GUILE
4TH VEGA
5TH BLANKA
6TH SAGAT
1ST RYU
2ND CHUN LI
3RD GUILE
4TH VEGA
5TH BLANKA
6TH SAGAT

After putting a code in, you can choose the same players.


1UP
50000
2UP
KO
RYU
95

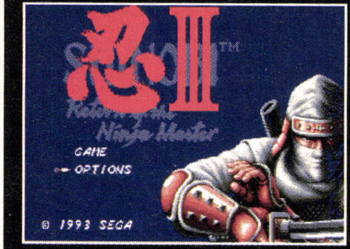
Now in this Competition Mode, you can fight your twin.

SHINOBI III

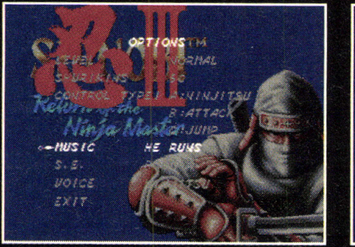
(Sega/Genesis)

Invincibility

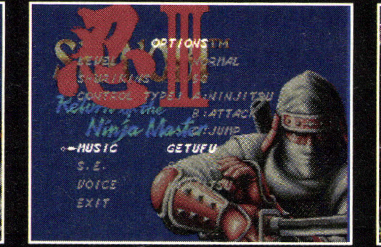
Are you having trouble in the game, Shinobi III for the Genesis? This trick should help. It will give you invincibility from damage! At the Title Screen, move the cursor to Options and press START. In the Options, move to the "Music" Option and play these songs with button B in this order: HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA and GETUFU. Exit the Options and start your game. You now have invincibility from damage in the game!


Return of the Ninja Master
GAME
OPTIONS
© 1993 SEGA

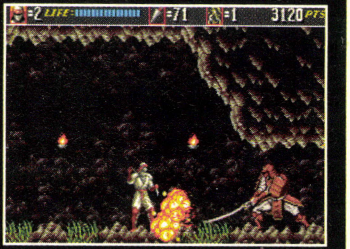
At the Title, move the cursor to Options and press START.


OPTIONS
LEVEL NORMAL
SHURIKENS
CONTROL TYPE NINJITSU
B:ATTACK
JUMP
MUSIC HE RUNS
S.E.
VOICE
EXIT

In the Options, move to Music and play the songs in order.


OPTIONS
LEVEL NORMAL
SHURIKENS
CONTROL TYPE NINJITSU
B:ATTACK
JUMP
MUSIC GETUFU
S.E.
VOICE
EXIT

After you play the last song, you can exit the menu.


2
LIFE
71
1
3120 PTS

You now have invincibility from hits in the game!

MORTAL KOMBAT

(Arena/Game Gear)

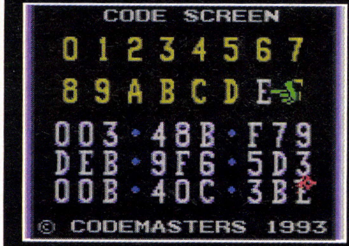
Game Genie Codes

Thanks to Galoob, these Game Genie codes will help you out in the game Mortal Kombat for the Game Gear. You must have a Game Genie peripheral for your Game Gear to make these codes work. At the Game Genie Password Screen, enter these codes for various results:

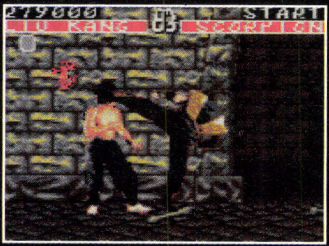
00B-40C-3BE - Infinite time.

003-48B-F79 - Player one is invincible.

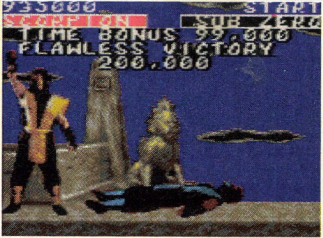
DEB-9F6-5D3 - You will have blood in the game.


CODE SCREEN
0 1 2 3 4 5 6 7
8 9 A B C D E F
003·48B·F79
DEB·9F6·5D3
00B·40C·3BE
© CODEMASTERS 1993

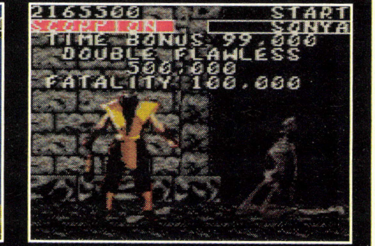
You can have up to three codes at one time in the game.


279000
START
LIU KANG
03
SCORPION

One of the codes will turn on the blood in the game.


933000
START
SCORPION
SUB ZERO
TIME BONUS 99,000
FLAWLESS VICTORY
200,000

With player one's invincibility, you'll always get a Flawless.


2165500
START
SCORPION
SONYA
TIME BONUS 99,000
DOUBLE FLAWLESS
500,000
FATALITY 100,000

Infinite time will also give you a big bonus in the game!

SPIDER-MAN VS. THE KINGPIN

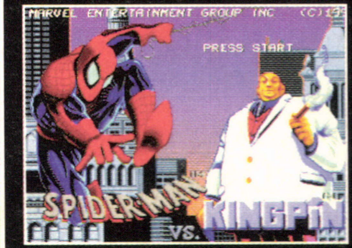
(Sega/Sega CD)

Level Passwords

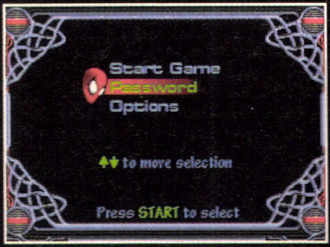
If you are having a difficult time with some of the levels in this game, we have the solution. Here are all of the passwords for Spider-Man vs. The Kingpin on Sega CD. They will get you further in the game.

LEVEL 2: ELECTRO
LEVEL 3: WALLABY
LEVEL 4: GALLON66
LEVEL 5: FALCON499
LEVEL 6: HELPINHAND
LEVEL 7: PUBLIC45
LEVEL 8: KIDNEY2
LEVEL 9: PENCIL6

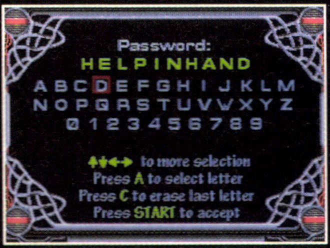
Jimmy Swierczewski
Severn, Maryland


MARVEL ENTERTAINMENT GROUP INC
PRESS START
SPIDER-MAN VS. KINGPIN

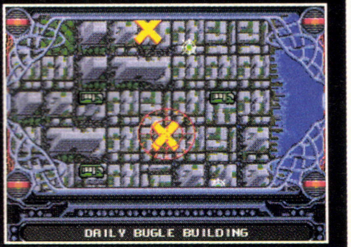
At the Title, press START. Get to the next screen.


Start Game
Password
Options
to move selection
Press START to select

On this screen, move to and access the Password Option.


Password:
HELPINHAND
ABCDEFGHIJKLM
NOPQRSTUVWXYZ
0123456789
to move selection
Press A to select letter
Press C to erase last letter
Press START to accept

On the Password Screen, enter the code of your choice.


DAILY BUGLE BUILDING

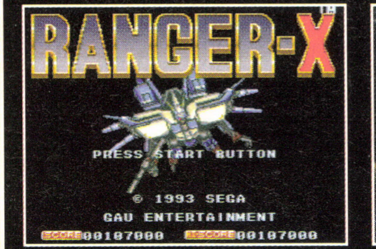
You'll start at the point on the map with some stages done.

RANGER-X

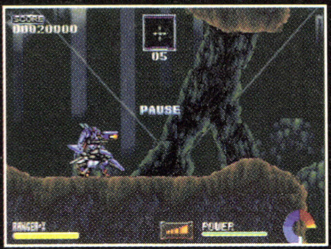
(Sega/Genesis)

Level Skip

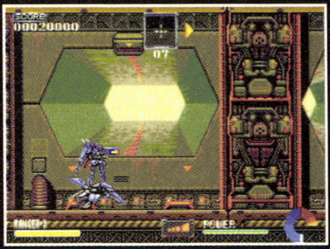
Now there is a way to skip levels in this great shooter cart with this awesome code. First, pause the game in the middle of any level. Now press these buttons in this exact order with the first controller: UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT. At this point, the music will begin again. Now press the B button and the screen will fade away and then start into the next level. You can do this trick in any level, all the way until you reach the end of the game.


RANGER-X
PRESS START BUTTON
© 1993 SEGA
GAU ENTERTAINMENT

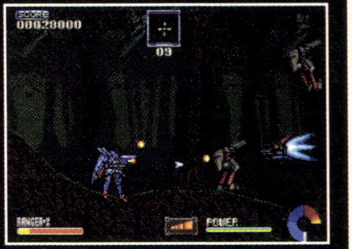
Start your game as normal and get into the game itself.


PAUSE
POWER

In the level, pause the game and do the code with pad 1.



The level will fade out and go into the very next level!



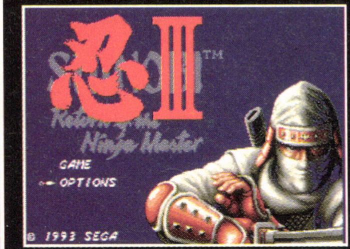
You can do this code all the way through the game!

SHINOBI III

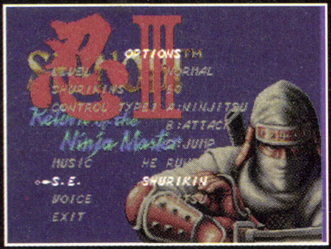
(Sega/Genesis)

Unlimited Shurikins

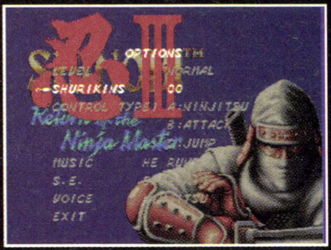
If running out of Shurikins is annoying, this trick is for you. Here's a way to get an unlimited amount of Shurikins in this game. At the Title Screen, choose the "Options" selection. In the Options, move down to the S.E. command and set the sound to "Shurikin." Now move back up to the command Shurikin and set them to 00. Stay on this option and wait until it turns into an infinite symbol. You will now have an unlimited amount of Shurikins in the game!


Return of the Ninja Master
GAME
OPTIONS
© 1993 SEGA

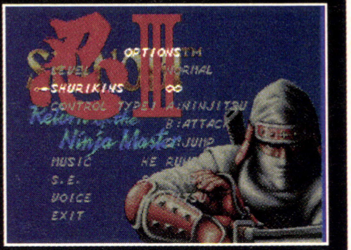
At the Title Screen, choose the "Options." Press START.


OPTIONS
LEVEL
SHURIKINS
CONTROL TYPE
MUSIC
S.E.
SHURIKIN
VOICE
EXIT

In Options, move to the S.E. and choose "Shurikin."


OPTIONS
SHURIKINS 00

Move to the Shurikins Option and put the number at 00.


OPTIONS
SHURIKINS ∞

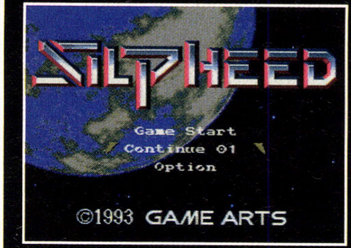
Wait until you hear a sound. The infinite symbol appears!

SILPHEED

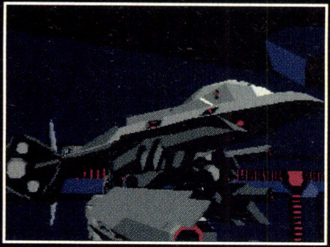
(Sega/Sega CD)

Gain 10 Continues

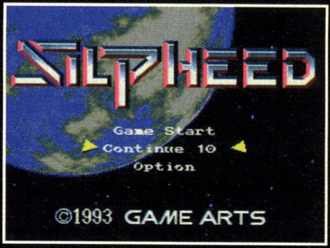
Play the game normally and get as far as you can. You will get five continues. Continue your game up to four times. When the game is on “Continue 01” at the Title Screen, wait until the demo reappears. While the opening demonstration is running, press these buttons in this order on controller 1: RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A and START. When the Title Screen appears again, press START and then you will see that you have 10 continues!


SILPHEED
Game Start
Continue 01
Option
©1993 GAME ARTS

Play the game until you have only one continue left.



Wait for the cinema screen and do the trick with pad 1.


SILPHEED
Game Start
Continue 10
Option
©1993 GAME ARTS

When you go back to the Title, your continues increase to 10.

SCORE
0050550
SHIELD

You can continue from where you left off 10 more times!

MUTANT LEAGUE FOOTBALL

(Electronic Arts/Genesis)

Passwords

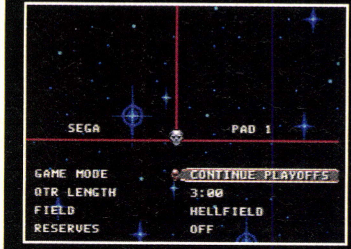
With these passcodes, you can get to the end of the season with a great team! Choose to “Continue Playoffs” and enter your password. Using the Darkstar Dragons, you can enter the playoffs by putting in these passcodes:

Divisional Playoffs—
H1B11111J

League Playoffs—
H1G1111111

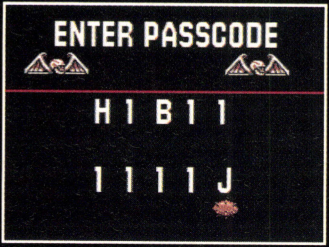
Mutant Bowl—
H1L1111114

Ricky Rawson
North Pole, Alaska



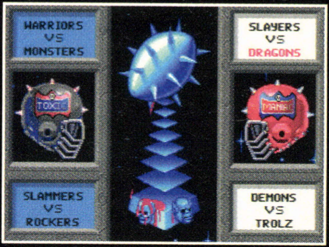
GAME MODE CONTINUE PLAYOFFS
QTR LENGTH 3:00
FIELD HELLFIELD
RESERVES OFF

Go to this option and choose to Continue Playoffs.

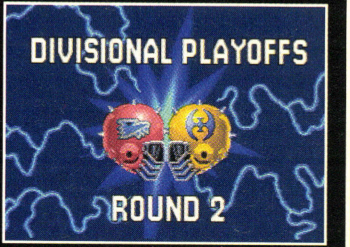


ENTER PASSCODE
H1B11
1111J

Enter the passcodes of your choice at this screen.


WARRIORS VS MONSTERS
SLAYERS VS DRAGONS
SLAMMERS VS ROCKERS
DEMONS VS TROLZ

This shows an overview of the teams in upcoming games.


DIVISIONAL PLAYOFFS
ROUND 2

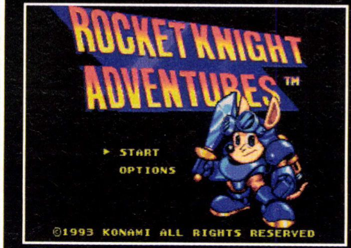
Pick the Divisional Playoffs or even the Mutant Bowl!

ROCKET KNIGHT ADVENTURES

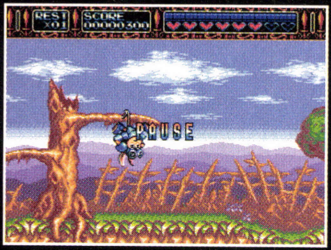
(Konami/Genesis)

Make Your Own Demo

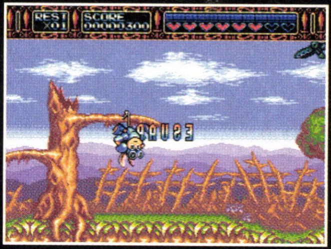
Now, you can replay your own game as the game's demo! To do this, play the game for a while, and press START to pause the game. Now, press UP on the pad seven times, DOWN once, LEFT three times, and RIGHT once. If the word PAUSE on the screen flips mirror image style, the trick worked. Press Reset on the Genesis and then wait until the starting demo comes up. Don't touch anything else. You can watch about 60 seconds of your own game play!


ROCKET KNIGHT ADVENTURES ™
▸ START
OPTIONS
©1993 KONAMI ALL RIGHTS RESERVED

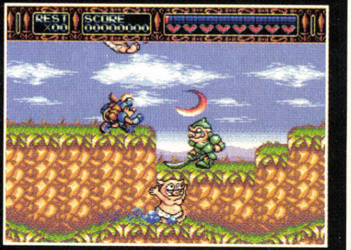
Start a new game. From the Title Screen, choose START.


REST x01
SCORE 00000300
PAUSE

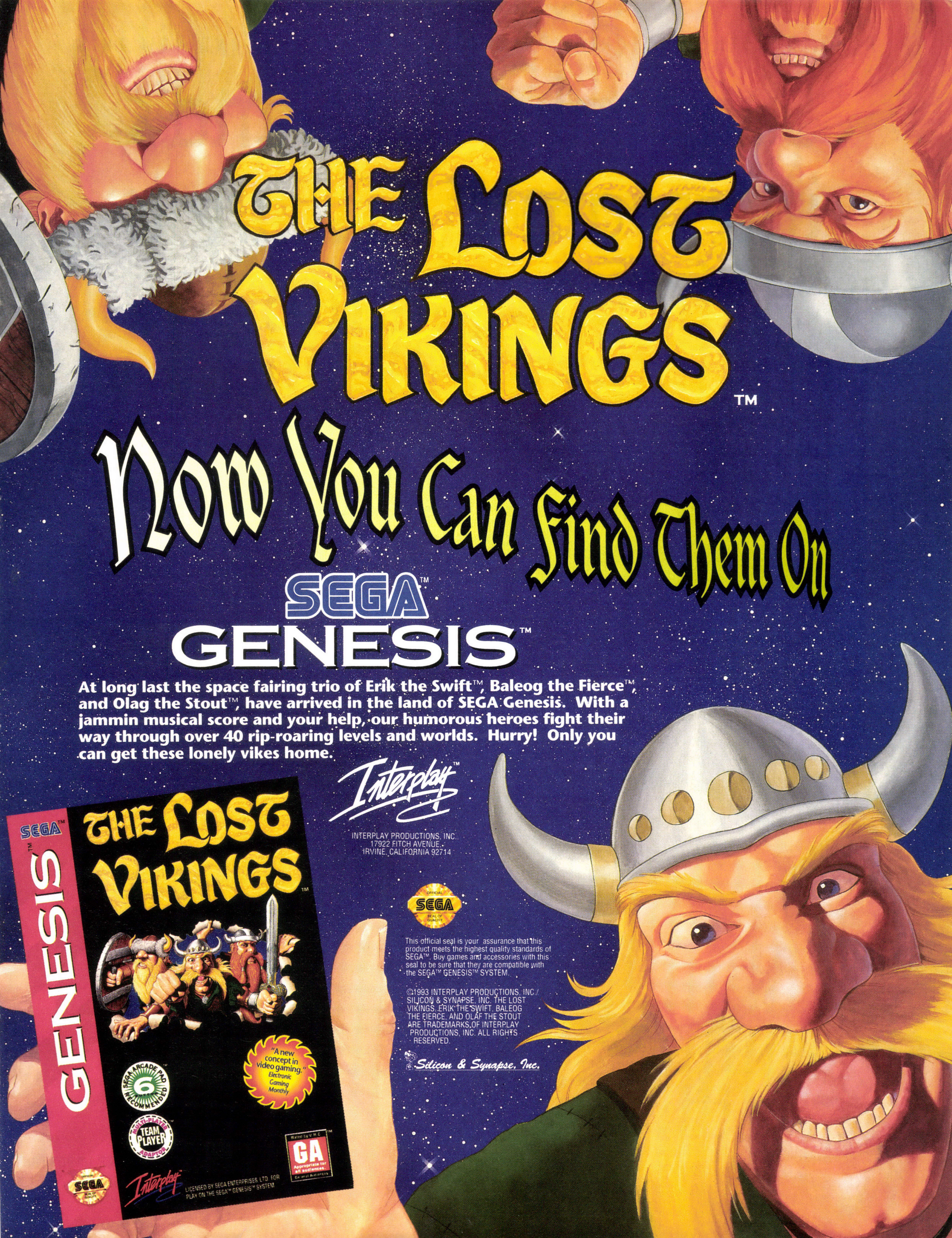
Play your way through the game and then press START.


REST x01
SCORE 00000300

When paused, do the code. The ”PAUSE” word will flip!


REST x00
SCORE 00000000

Reset the game and you will be able to watch your demo!


SEGA
GENESIS
THE LOST VIKINGS
"A new concept in video gaming." Electronic Gaming Monthly
SEGA ARCADE PAD 6 BUTTON RECOMMENDED
MULTI-PLAYER TEAM PLAYER ADAPTOR
Rated by V.R.C
GA
Appropriate for all audiences.
General Audiences
OFFICIAL SEGA SEAL OF QUALITY
Interplay
LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM

THE LOST VIKINGS™

Now You Can Find Them On SEGA™ GENESIS™

At long last the space fairing trio of Erik the Swift™, Baleog the Fierce™, and Olag the Stout™, have arrived in the land of SEGA Genesis. With a jammin musical score and your help, our humorous heroes fight their way through over 40 rip-roaring levels and worlds. Hurry! Only you can get these lonely vikes home.

Interplay™

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OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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Silicon & Synapse, Inc.

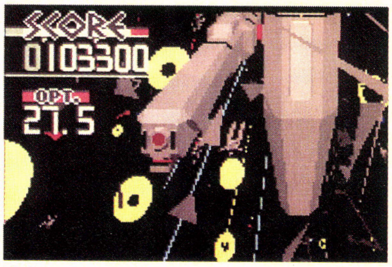
ACNE, HOUSEHOLD CHORES, PAYING YOUR PHONE BILL AND NOW THIS:

Suddenly, mankind's intergalactic future is in your hands.

{Please, please, please, PRACTICE.}

Your mission, if you accept it, is to lead a force of interstellar fighters against a lethal, computerized battle fleet in an epic struggle that spans 64 light-years. In other words, Silpheed is *the best* space shooter ever. Of course, the galaxy's greatest game technology is on your side: Sega CD. Which should help even things up. (SEGA CD also makes those Grayzon battle cruisers even more awesome. Yeah, you better start practicing. Today.)

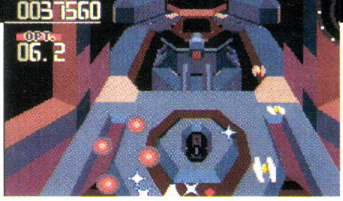
SILPHEED™
2 79282-2 SRC*02
SEGA CD™



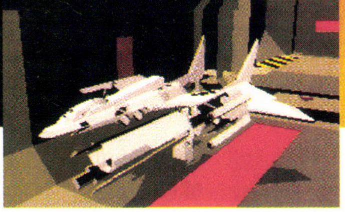
If this picture was moving, you'd see the forward-scroll action, advanced polygon graphics, enemy battle cruisers and incredibly annoying missiles and lasers.

OBVIOUSLY THIS IS A LITTLE MORE IMPORTANT

Sure, you get your Forward Beam, your Wide Beam, your Phalanx Beam. But how 'bout a Graviton Bomb? An Anti-Matter Bomb? Choose your weapons.



The CD-quality look is so realistic and three dimensional you may forget it's just a game. But then you'll remember that pile of dirty laundry.



The multi-electromagnetic intakes of the drive system give the SA-77 Silpheed craft its distinct profile. But you probably already knew that.

SCORE
0020700
SHIELD
OPT.
17.5

Only a game for Sega CD could have such cinematic graphics, or so many levels, or such vibrant sound. (Our inter-galactic enemies would be proud.)

GAME ARTS

SILPHEED™

SEGA CD

THAN FLOSSING YOUR TEETH AFTER EVERY MEAL.

WELCOME TO THE NEXT LEVEL™

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COMING ATTRACTIONS

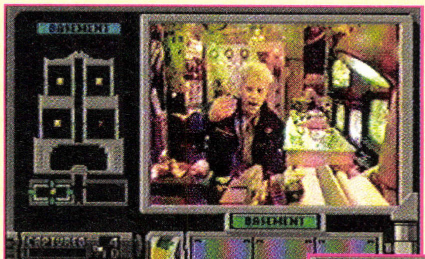
DOUBLE SWITCH

Sega CD / Sega

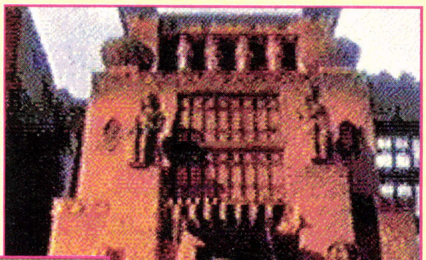
Double Switch is an eerie game where you must control a security system and protect the tenants of a strange place called the Edward Arms. Double Switch stars Corey Haim (Lost Boys) as Eddie, the guy that hires you.

The people who live at the mansion range from archeology and architecture students to the members of a techno-punk band called "Jeff and the Scream." Throw in a few petty thieves and a dozen bad guys, and you've got yourself a sure-fire mystery.

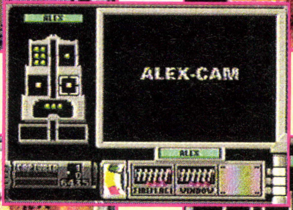
Sega has produced this game just like a movie. It used real actors, and it plays just like Night Trap. The best part about Double Switch is that the game changes each time you play it. It really keeps you guessing. A Sega CD game to add to your library.

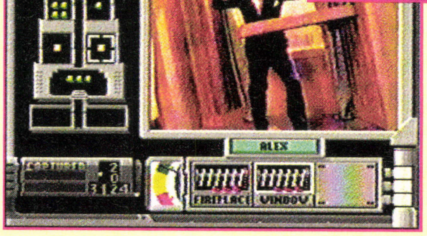

BASEMENT
BASEMENT
CAPTURED
2365

This guy hires you to protect the tenants.

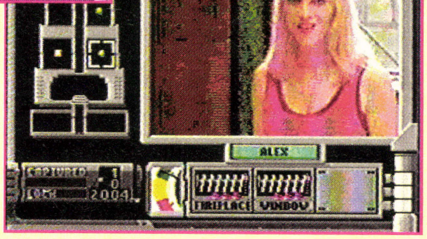


Are you ready for the mystery of Edward Arms?

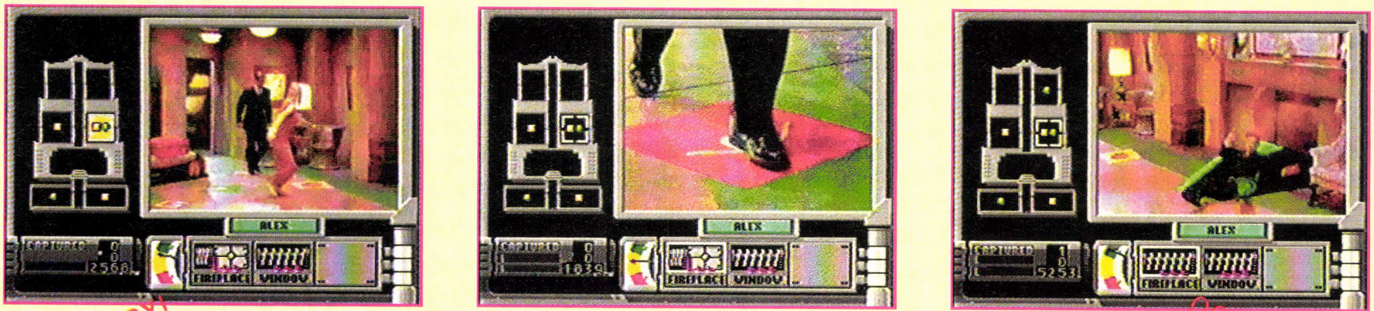

ALEX
ALEX-CAM
ALEX
FIREPLACE
WINDOW


ALEX
CAPTURED
3124
FIREPLACE
WINDOW

Use the security traps, but don't accidentally catch an innocent victim.


ALEX
CAPTURED
2004
FIREPLACE
WINDOW

Live out your fantasies as a Peeping Tom...just kidding. Watch carefully.


ALEX
CAPTURED
2568
FIREPLACE
WINDOW
ALEX
CAPTURED
1839
FIREPLACE
WINDOW
ALEX
CAPTURED
5253
FIREPLACE
WINDOW

OOOH SCARY!

USE THE TRAPS TO CATCH EVILDOERS!

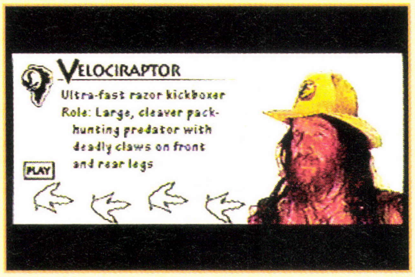
OOOH SCARY!

JURASSIC PARK

Sega CD / Sega

Jurassic Park on the Sega CD takes place a short while after the movie ends. You have returned to acquire the eggs of all the dinosaur species, but something has once again gone wrong. Your helicopter has crashed, and you are now stranded.

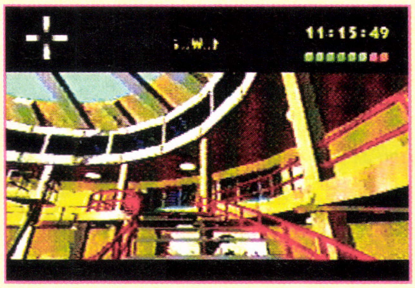
Jurassic Park uses the scaling powers of the Sega CD to really bring the terrors alive. You must solve many puzzles to get off the island safely. Jurassic Park is almost here!



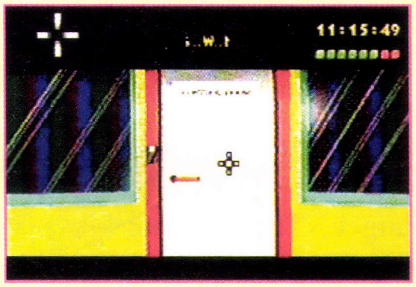
VELOCIRAPTOR

Ultra-fast razor kickboxer

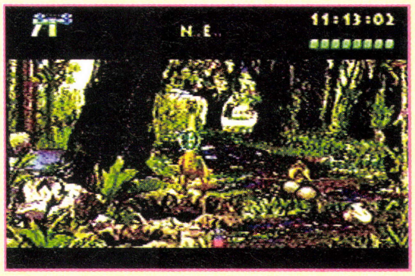
Role: Large, cleaver pack-hunting predator with deadly claws on front and rear legs



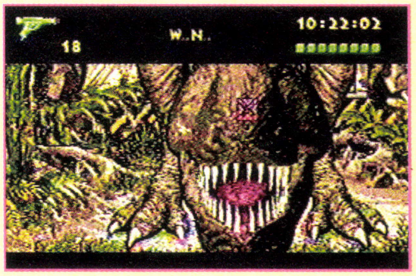
Scaling takes you through the Visitor's Center to the offices.



Use the key on the door to progress further into the building.



Raptors lurk in the midst of the jungle. Are you being hunted?



The T-Rex is quite hungry. Stun him with your gun and run like heck!

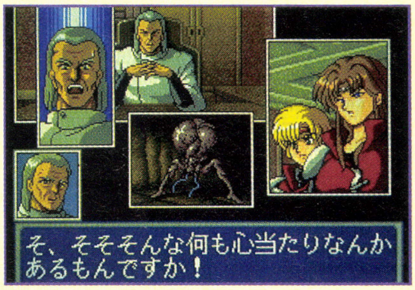
PHANTASY STAR- END OF THE MILLENIUM

Mega Drive / Sega of Japan

Once called Phantasy Star IV, this cart has been renamed Phantasy Star-End of the Millenium. The change was made to keep it more connected to Phantasy Star 2, for which this is sort of a sequel. It takes place 1000 years after the destruction of the Mother Brain, and the resulting chaos has turned the planet into a desert. The few surviving towns are simply havens for the remaining humans.

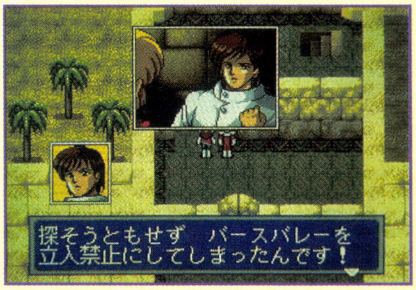
You are Rudy, a young boy who works together with Leila. You are both monster hunters, and your latest assignment takes you to the Piata Academy. For some reason, monsters have taken it over.

During the course of the adventure you will be joined by wizards, aliens and androids. This game is shaping up to be pretty good. Phantasy Star fans: keep waiting.



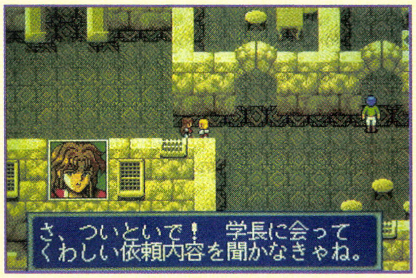
そ、そそそんな何も心当たりなんか
あるもんですか！

Get your assignment to clear out all of the monsters in the Academy.



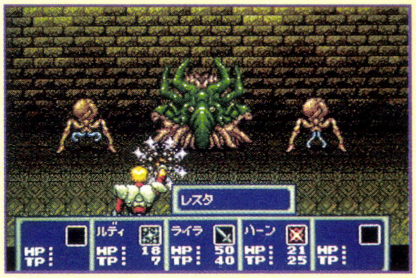
探そうともせず　バースバレーを
立入禁止にしてしまったんです！

Take a stroll around the town and find out some interesting facts.



さ、ついといで！　学長に会って
くわしい依頼内容を聞かなきゃね。

Try to gain the help of other fighters as soon as you possibly can.



Use magic to wipe out large numbers of bio monsters that attack you.

(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and f g acrobatics that s n t audience. Some Aero the high-flying, death who combines supe artistry with excitem danger. This reporter ever seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lu girls who sat in the front ro he circus. "For a little bat

Aero's act is based agility and plain o guts. He frequently buzzes the a as he leaps from trapeze to bathed in brilliant buzzes the audience spotlights. fr leaps f n her ally brilliant yellow spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

e peze He ically as h the

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even t de operators from the fa gathered und what migh final rmance. ed out really

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added anette Hyssong, circus vendor.

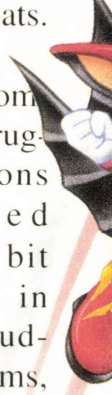
Leaping from a towering, teetering platform, Aero t Acro•Bat realized that this was more death-defying th One of the platforms wa rigged with explosives … which threatened not only o super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shr ded in darkness as the igh mysteriously mal tion Aero leaped to safe injury and still man land with a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

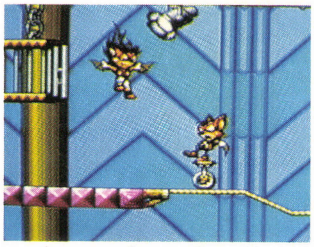
This report d that Ektor abotage the ci and anyone u gh to get in h way. And he's not about to stop until Aero —and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. en't even mentioned ound tightrope ballerina loves to squish bats. ut a handful!



But these battles can't compare to Aero's early struggle toward fame. Auditions landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



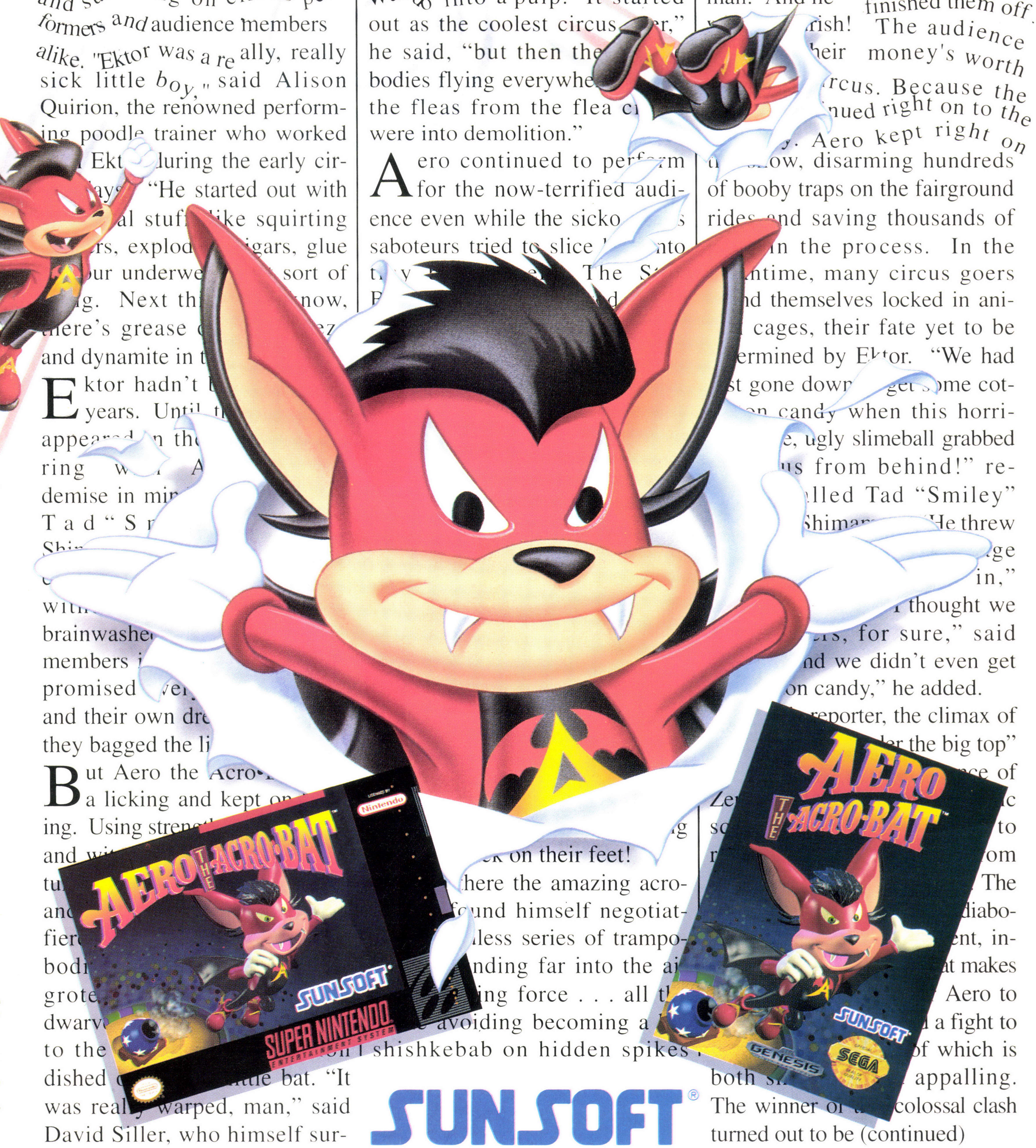
members. Allegedly,his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked Ekt during the early cir ays "He started out with al stuf like squirting rs, explod igars, glue our underwe sort of g. Next th now, here's grease ez and dynamite in t

Ektor hadn't years. Until th appea n th ring w A demise in mi Tad "S Shi wit brainwashe members promised ve and their own dr they bagged the li

But Aero the Acro- a licking and kept on ing. Using stren and wi tu an fier bodi grote dwarv to the dished ttle bat. "It was really warped, man," said David Siller, who himself survived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus er," he said, "but then the bodies flying everywhe the fleas from the flea c were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko s saboteurs tried to slice nto t y The S F d k on their feet! here the amazing acro- found himself negotiat less series of trampo nding far into the ai ing force . . . all t avoiding becoming a shishkebab on hidden spikes Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchman. And he finished them off rish! The audience heir money's worth rcus. Because the nued right on to the y. Aero kept right on ow, disarming hundreds of booby traps on the fairground rides nd saving thousands of in the process. In the ntime, many circus goers nd themselves locked in ani cages, their fate yet to be ermined by Ektor. "We had st gone down get some cot on candy when this horri e, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shimar He threw ge in," thought we rs, for sure," said nd we didn't even get on candy," he added.

reporter, the climax of r the big top" ce of Ze c sc to r om The diabo ent, in at makes Aero to a fight to of which is both s appalling. The winner of colossal clash turned out to be (continued)



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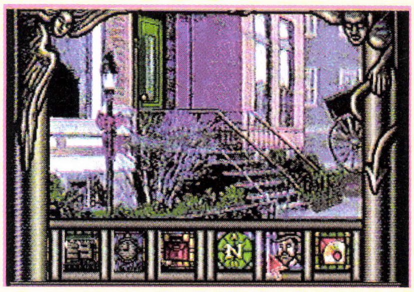
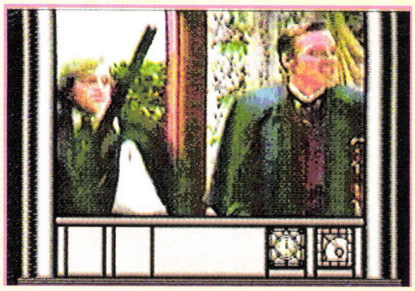
DRACULA UNLEASHED
Sega CD / Sega

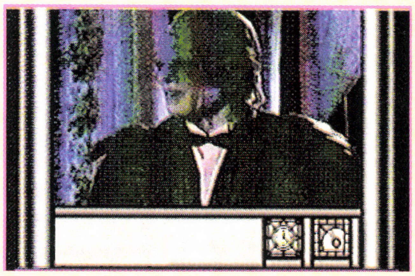
The terrible evil of Dracula has returned to suck the city of London dry. You are a young man who is piecing together clues from a number of bizarre murders. Pretty soon, you realize that there is an army of undead slowly growing, and ready to feast upon human blood.

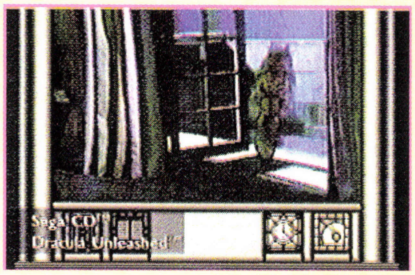
Dracula Unleashed for the Sega CD uses an extensive amount of full-motion video. This creepy CD will have you quivering with fear. Are you ready to face Dracula?

DRACULA UNLEASHED


Scour the streets of London for the location of the Prince of Darkness.


The vampire hunters are here, ready to end Dracula's reign.


Dracula will haunt you with his chilling appearance and his cold voice.



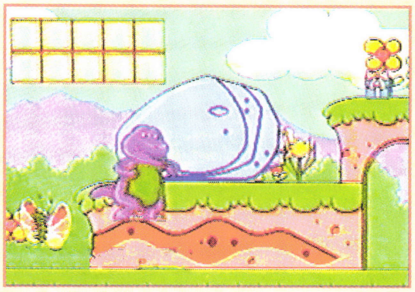
He has many forms: as smoke, a bat or, in this case, a wolf.

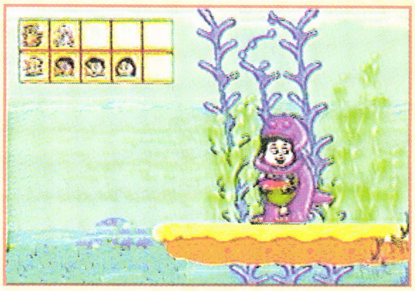
BARNEY & FRIENDS
Genesis / Sega

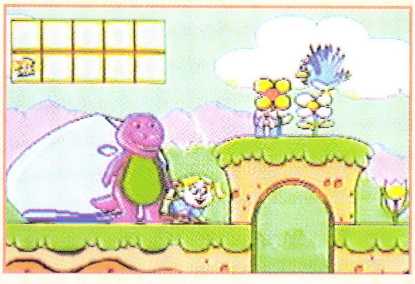
Barney, that irresistible purple dino, is making his first appearance on the Genesis. (No, he wasn't in Jurassic Park.) In this cutesy game for kids, you must find your friends who are lost in each of the many lands.

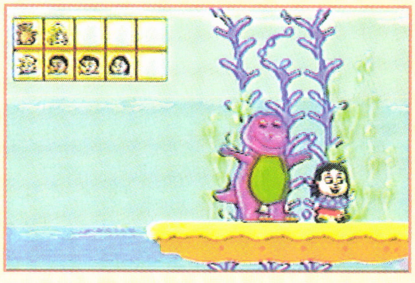
When you find them, you'll hug them in your titanic paws and save them. The graphics are really very bright and colorful, plus the game play is simple. If you want a nice cart with absolutely no violence, you'll love Barney. He loves you.

Barney & friends


Look for the hidden kids. They can be anywhere., so search hard!


Grasp the kids in your powerful claws and hug them to death! Just kidding.

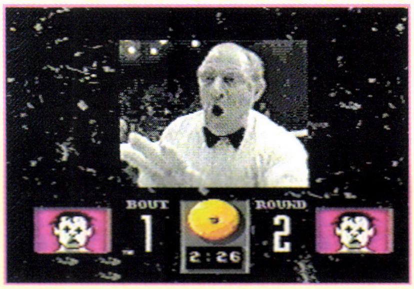

Barney really likes little kids. The game will even say "I love you."


Barney is a game meant for the younger audience as you can tell.

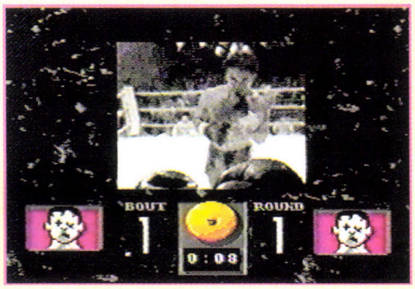
PRIZE FIGHTER

Sega CD / Sega

Sega's latest sports title for the Sega CD is entitled Prize Fighter. It uses full-motion video, seemlessly connected to give you the feeling of really being in the ring. To keep things flowing smoothly, the game screen is black and white (like a GameBoy), which makes it feel like those old boxing videos. Thousands of shots were made of actors punching, so anything can happen.


BOUT
1
ROUND
2
2:26

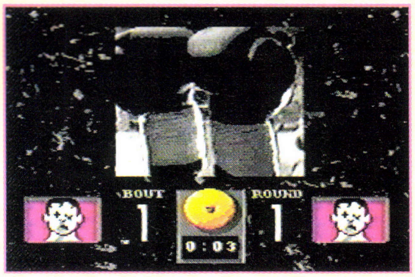
The referee can be a pest at times, or he can save your skin.


BOUT
1
ROUND
1
0:03

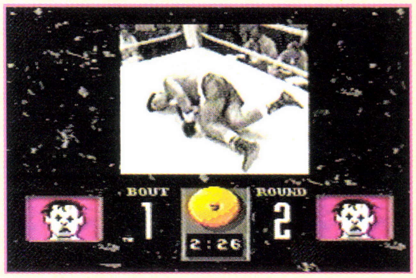
Stick and move. That's the key to winning against the toughest foes.

PRIZE FIGHTER™

Prize Fighter might be in black and white, but it still packs a punch!


BOUT
1
ROUND
1
0:03

Put up your gloves to protect your face, but also guard your belly.


BOUT
1
ROUND
2
2:26

Put your opponent to the mat with a few good left hooks to the noggin.

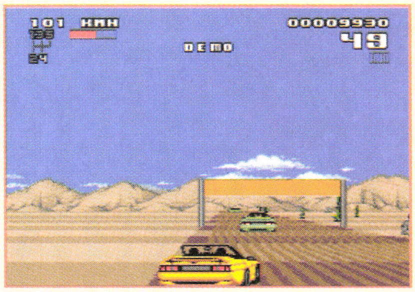
LOTUS 2

Genesis / Electronic Arts

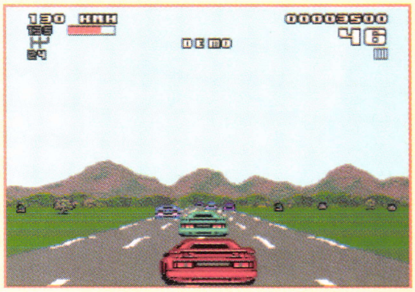
All right racing fans, get ready for the next installment in the Lotus series! Lotus 2 takes you beyond the first by giving you more tracks, more options and more hazards.

The graphics have been improved over the first, and that annoying "yahoo" button has been disposed of in this game.

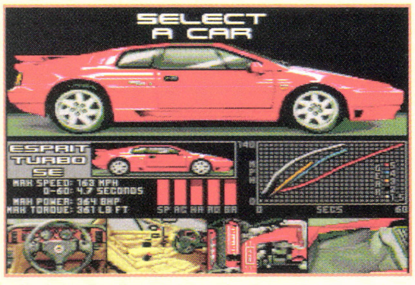
Play alone or pace yourself against a friend. Three types of cars to drive makes experimentation fun. If you want a gnarly racer, this is for you!

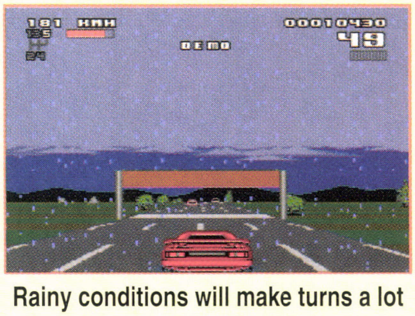

101 KMH
00009930
49
DEMO

Tumble weeds and big boulders make the desert race a difficult one.

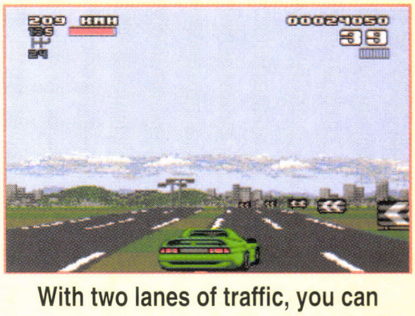

130 KMH
00003500
46
DEMO

Race against the other cars. You must swerve around them or lose time.


SELECT
A CAR
ESPRIT
TURBO
SE
MAX SPEED: 163 MPH
0-60: 4.7 SECONDS
MAX POWER: 364 BHP
MAX TORQUE: 361 LB FT
SECS

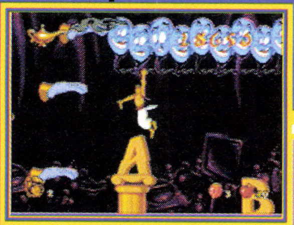

181 KMH
00010430
49
DEMO

Rainy conditions will make turns a lot harder to master. Take it slowly.

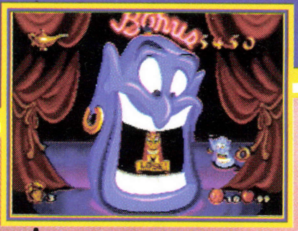

209 KMH
00024050
39

With two lanes of traffic, you can expect a lot of hairy maneuvering.

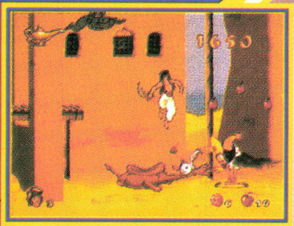
THE MAGIC OF DISNEY.



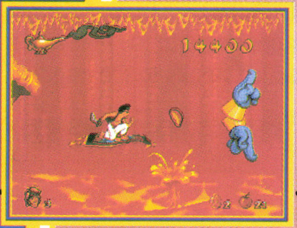
JUMP INSIDE
THE GENIE'S LAMP
FOR A PINBALLING,
PING-PONGING TRIP!



COLLECT THE TOKENS
FOR A CRACK AT THE
BONUS ROUNDS!

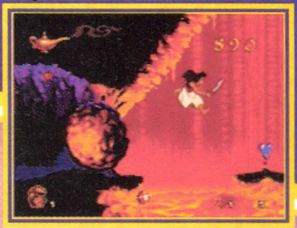


MOONING GUARDS!
DIRT-WAD-SPITTING CAMELS!
NICE NEIGHBORHOOD!

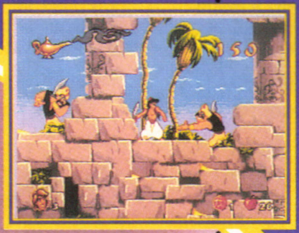


ANIMATION SO
SMOOTH - YOU'LL
SWEAR YOU WERE
IN THE MOVIE.

THE POWER OF SEGA™.



SURVIVE THE CAVE,
RESCUE THE BABE.
GENTLEMEN, START
YOUR CARPETS!



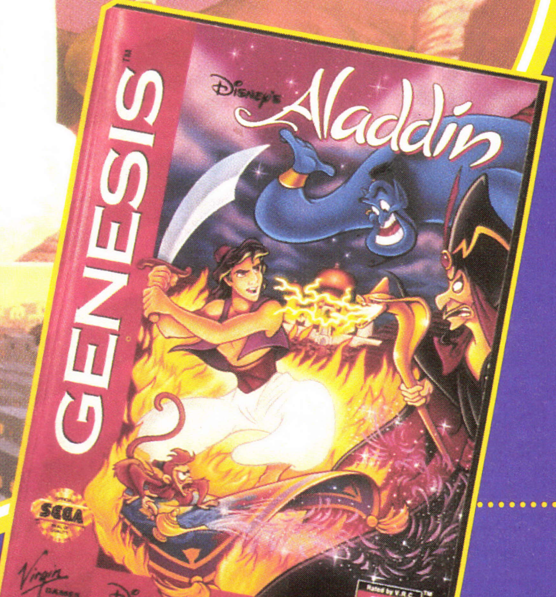
MORE VILLAINS! MORE SWORDS!
SHISH-KABOB, ANYONE?

HANG ON FOR THE RIDE OF YOUR LIFE!

DISNEY'S Aladdin

You've never seen anything like it! The one and only videogame with genuine animation created by the artists of DISNEY - combined with the action of SEGA™ GENESIS™.

Fly with ALADDIN in the most awesome sword-slashing, side-splitting adventure ever! It's totally loaded with new villains, non-stop laughs and the fastest action this side of the Sahara! So hit the "start" button - **and hang on!**


GENESIS
Disney's Aladdin
SEGA
Virgin GAMES
Disney
SEGA
Rated by V.R.C.
GA
Appropriate for all audiences
General Audiences

SEGA™ Disney SOFTWARE Virgin GAMES

WELCOME TO THE NEXT LEVEL.

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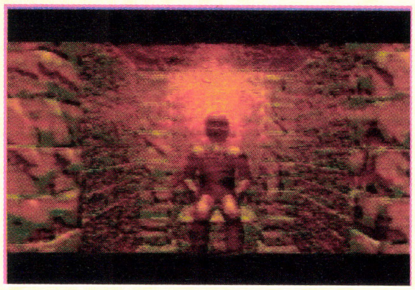
MANSION OF HIDDEN SOULS

Sega CD / Vic Tokai

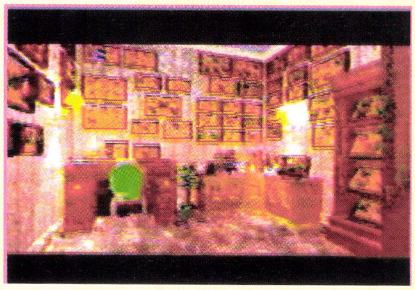
You know that spooky house at the end of the block? The one people cross the street to avoid? Well, in Mansion of Hidden Souls for the Sega CD, you get to explore that haunted place.

Very similar in concept to 7th Guest for the computer CD-ROMs, you literally get to explore the house with your own eyes.

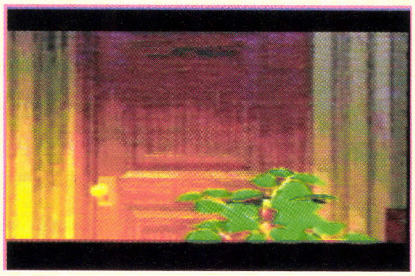
Scaling is used to its best capacity here. This game has to be seen to be believed. It is definitely worth checking out.



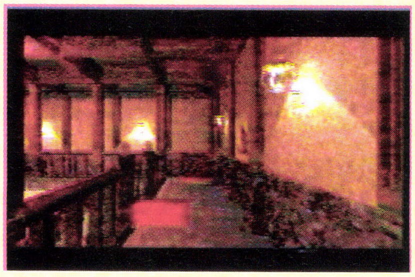
Strange things lurk deep within the gloomy depths of the basement.



This room, filled with dead butterflies, has something very important.



You need keys to unlock the doors set in your path. Can you find them?



This is the main hallway. Use it to get from place to place.

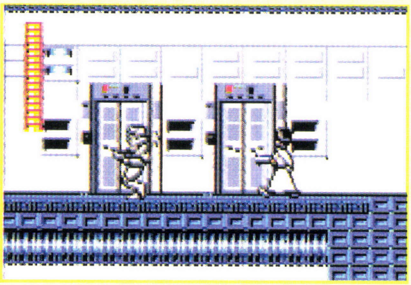
STAR WARS

Game Gear / U.S. GOLD

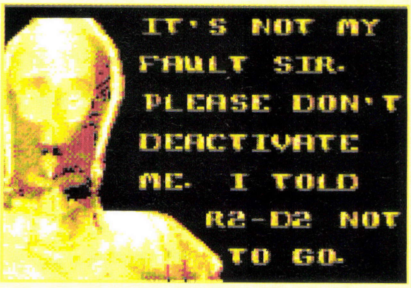
It's been a while since it came out, but Star Wars is still making an impact. The latest Star Wars game is for the Game Gear, and it is totally awesome. You get to play as all the heroes from the film, like Luke Skywalker, Han Solo and even Princess Leia.

You must stop the Galactic Empire from crushing the rebels, but can you? This game has both side-scrolling action and first person levels. This is one of the best GG carts to come out in a while!

STAR WARS
PUSH

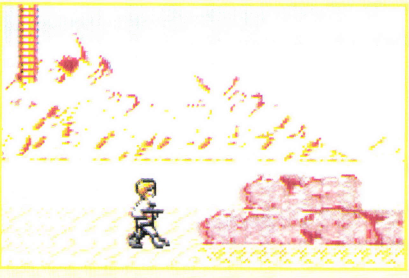


Princess Leia must find R2-D2 and hide the secret plans on him.

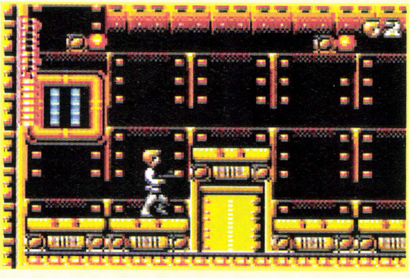


IT'S NOT MY FAULT SIR. PLEASE DON'T DEACTIVATE ME. I TOLD R2-D2 NOT TO GO.

Star Wars has digitized pictures straight from the movie!



Young Luke Skywalker must find the Jawa sandcrawler to get R2-D2 back.



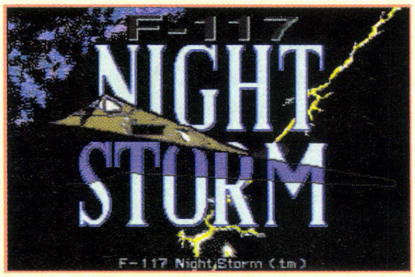
The sandcrawler has a lot of traps. Find Artoo quickly or get lost.

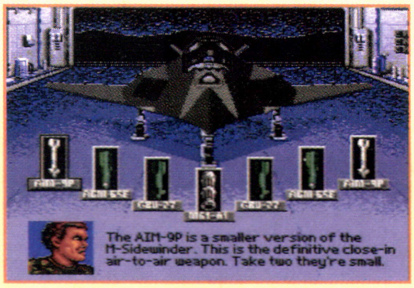
F-117 NIGHT STORM
Genesis / Electronic Arts

Ever want to control one of the deadliest fighters in the world? Now you can with this simulation by Electronic Arts.

Any joystick jockey will feel at home with this game. You have a variety of options that range from missile types to vantage points.

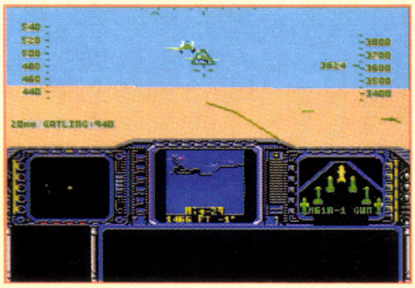
You can also play an Arcade Mode or take part in a campaign. F-117 Night Storm is one of the best fighter sims out there. If you want a realistic simulation of blowing planes up, this is for you.



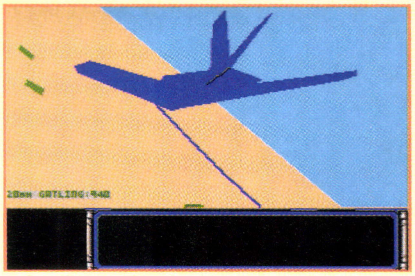


The AIM-9P is a smaller version of the M-Sidewinder. This is the definitive close-in air-to-air weapon. Take two they're small.

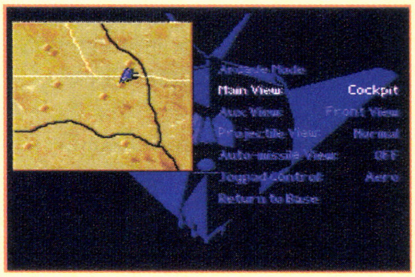
Choose your missiles according to the mission you are embarking on.



Fly after the enemy fighters, and blow 'em out of the sky!



You can have a "behind the plane" view if you wish. It's all up to you!



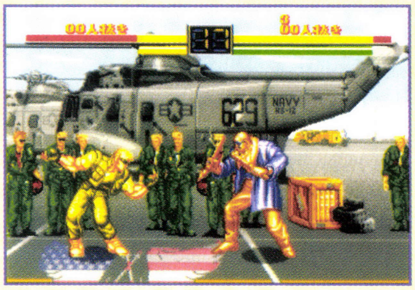
Arcade Mode
Main View: Cockpit
Aux View: Front View
Projectile View: Normal
Auto-missile View: OFF
Joypad Control: Aero
Return to Base

Use the many options to get a better grip on what you're doing.

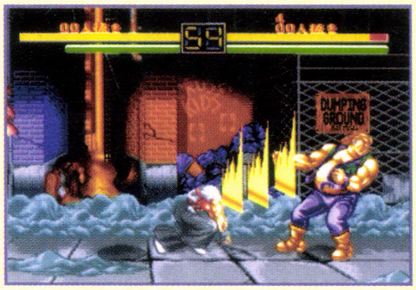
ART OF FIGHTING
Mega Drive / Sega of Japan

The fighting thrills of the arcade game Art of Fighting hit home on the Mega Drive! With virtually no warning, Sega of Japan set a release date for this awesome fighting cart. Play as Ryo Sakazaki or Robert Garcia, as they pummel their way through town trying to get back Ryo's sister.

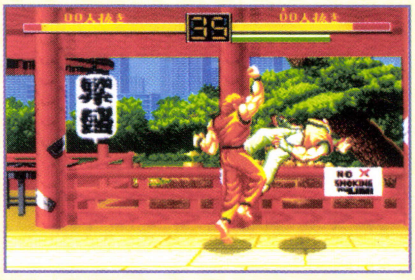
Art of Fighting is very close to its arcade counterpart, except that the grandiose scaling elements (sickening at times...) have been removed. Totally hot!



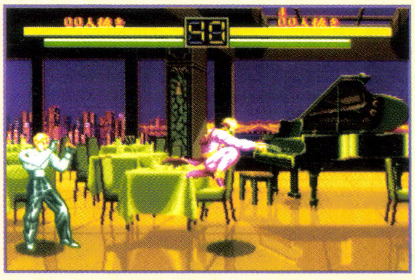
Can Mr. Big defeat his adversary? He certainly has the strength.



The samurai Todo has a devastating blade attack that does lots of damage.



Ryo has a massive uppercut move to knock opponents for a loop.



All the the fighters have special moves. It's a matter of finding them.

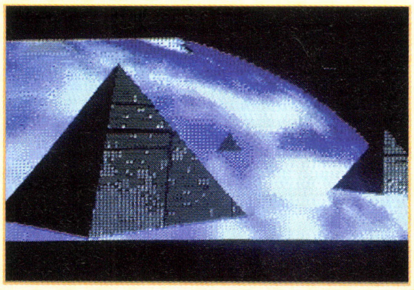
AX 101

Mega CD / Sega of Japan

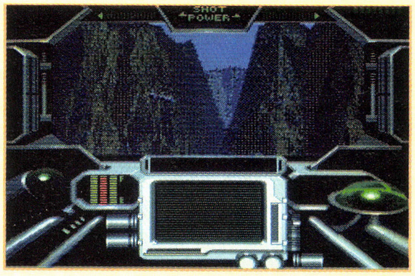
An alien armada has chosen the Earth as its next target for interstellar destruction. One by one cities around the globe have been destroyed by the immense warships. The Earth's last hope is the sleek and powerful attack fighter, the AX 101.

AX 101 is for the Mega-CD, and is being brought out by Sega of Japan. It's similar to Sewer Shark in the fact that it's made up of interactive full-motion video. Thousands of frames of animation were created to give the game a truly realistic feel.

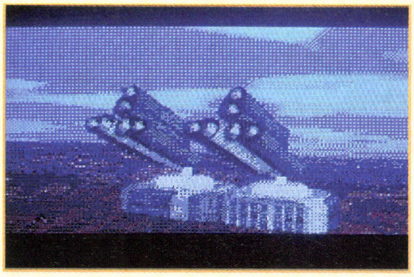
This Mega-CD game uses the massive memory of the CD format to really pump up the action. If you have a way of playing Mega-CDs, this is one you might want to try. AX 101 is yet another full-motion video game.



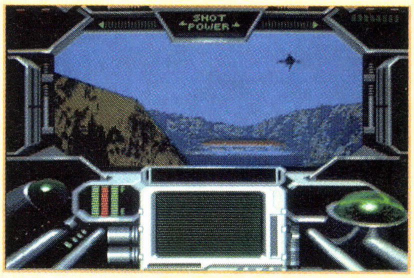
The alien armada looms overhead, ready to rain death upon the humans.



Narrow canyons provide cover for the hidden enemies lurking there.



Even the Earth's defense system cannot stop the impending forces.



Blast the enemy ships before they can draw a bead on you.

JUNGLE BOOK

Game Gear / Virgin

The Game Gear gets yet another cool cart. Based on the Disney classic, Jungle Book, you assume the role of Mowgli. He's a young boy who is growing up alone in the jungle. Fortunately he's got two friends who show up now and then, Baloo and Bagera. This bear and panther duo will try to help Mowgli through his many trials and tribulations.

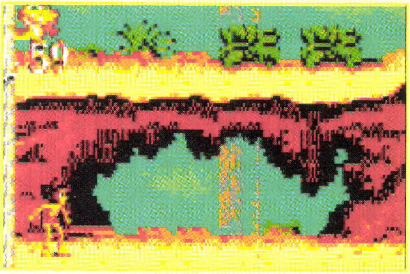
King Louis, the head monkey, has a bone to pick with you, so his army of monkeys will be after you.

That's not all you have to look out for. Natural hazards must be avoided, like cacti that will really give you something to holler about.

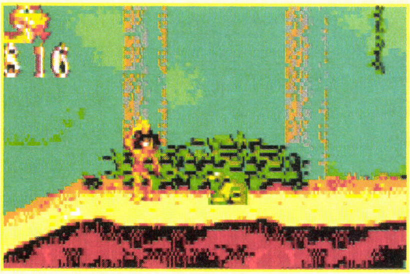
Jungle Book looks very good, even though it's just a portable game. Like its 16-Bit big brother, its animation is top-notch. When you combine the creative power of Virgin and Disney, anything can happen.

Just like Virgin did with Aladdin, this game closely reflects the images of the classic movie.

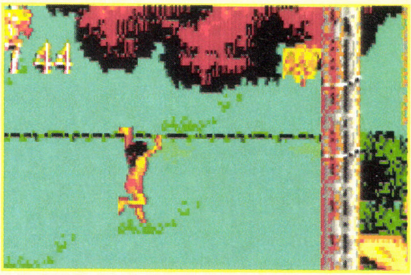
If you liked the movie, you'll enjoy this cart. It's an excellent addition to the growing number of Game Gear carts. Definitely one to look for.



Mowgli must find six gems to get past the level. Will he do it?



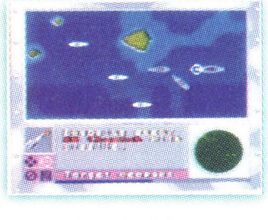
Snakes will become a constant problem. Luckily you have a spear.



Use vines to get across the chasms and other nasty places.

Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

COMING ASHORE JANUARY 1994



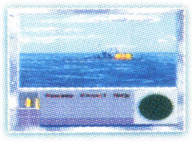
Battle on island chains, coastlines and seaports!

How real is this game? We've not only added true-to-life soundtracks and explosive new graphics, we've even added varying sea and weather conditions that will rock your living room.

Super Battleship™ is the all-new video version of the classic naval warfare strategy game. But now, your battle comes to life on your Sega™ Genesis™. You'll command entire fleets, hunt down enemy ships on the run and use a whole new impressive array of weaponry to defeat your enemy through several different engagements.

Clear all decks! Super Battleship is coming ashore January 1994. Get on board!

All new weapons and ships!



Watch out or you'll end up on the bottom!

This Classic Naval Warfare Game Screams on Sega Genesis!

For dealer info or to order, call toll-free 800-234-3088

SUPER BATTLESHIP™

MINDSCAPE®
FROM
THE SOFTWARE TOOLWORKS®

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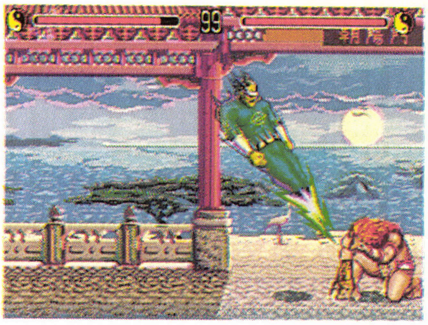
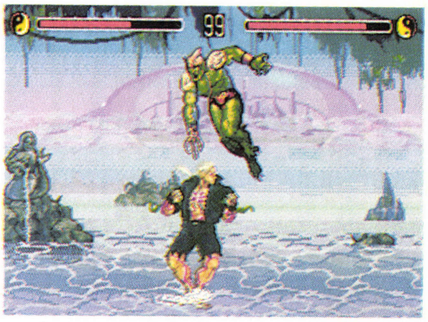
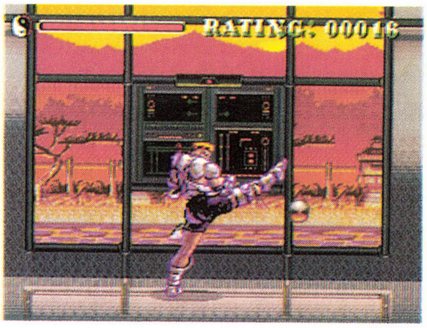
TO PREPARE FOR ETERNAL CHAMPIONS, USE STREET FIGHTER II AS YOUR TRAINING WHEELS.



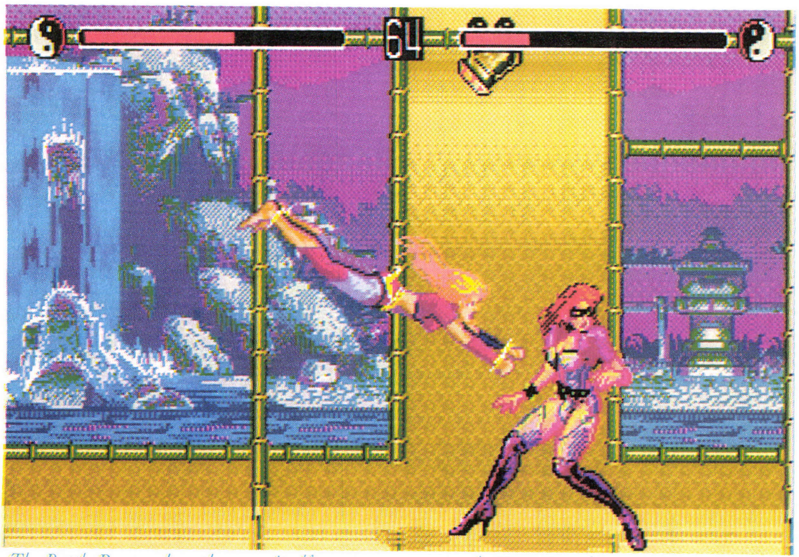
In a full force attack, Blade humbles Slash in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance.



In the Tournament Mode, Trident pulls a downward flying attack on Midknight. 32 players can compete here, 20 more than any other fighting game.



Check out Rax doing a few kicks in the practice mode. Name another game that lets you hone your skills before battle. Don't rack your brain, there isn't any.

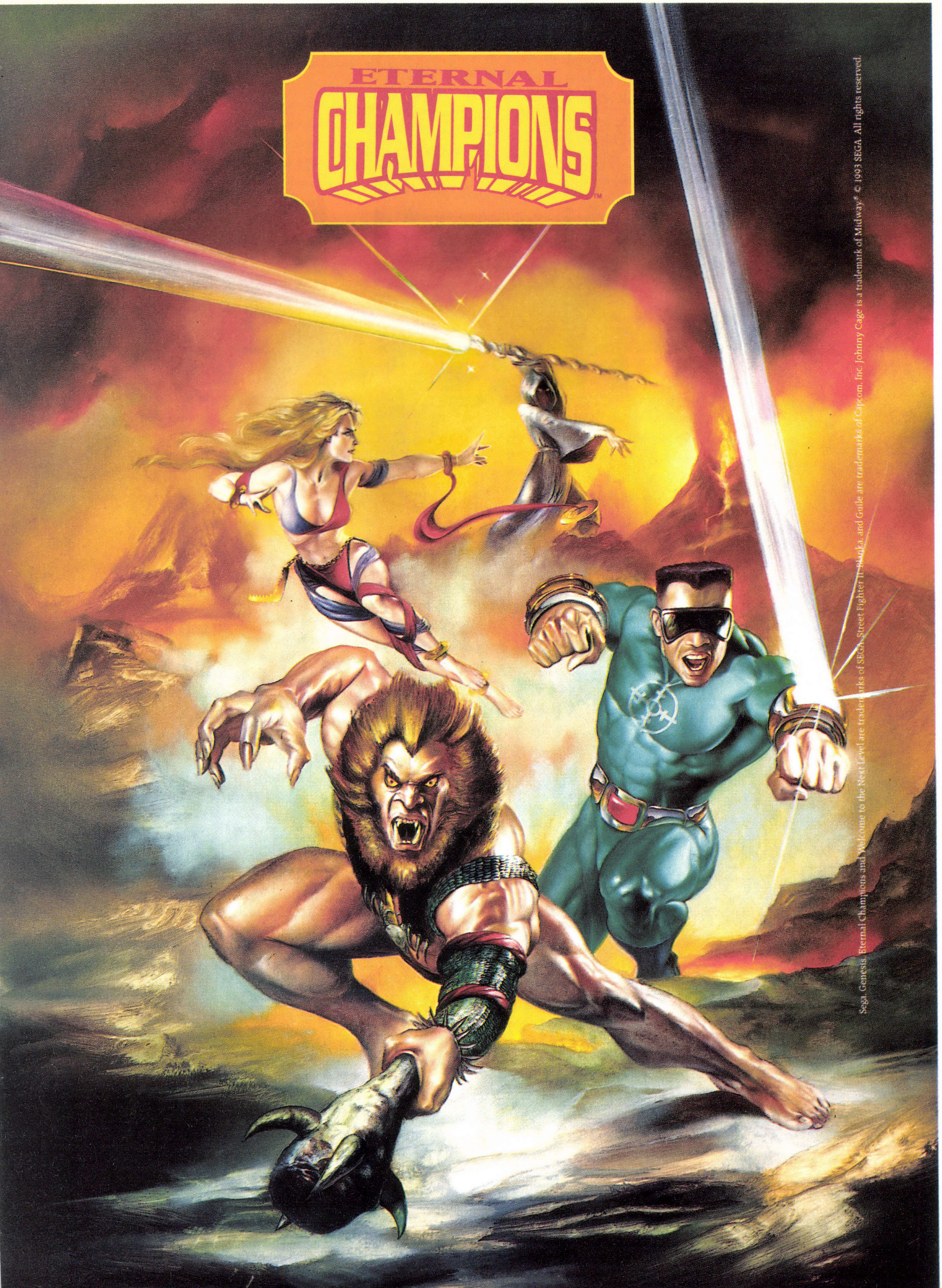


The Battle Room, where the room itself can sap your strength. Here, Jetta does a little sapping of her own with a double-fisted air-dive on Shadow. Hey Johnny Cage, scared you'll get whipped by a girl?

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills. Prepare yourself. Because when it comes to pain, it's better to give than receive.

SEGA
GENESIS

WELCOME TO THE NEXT LEVEL™



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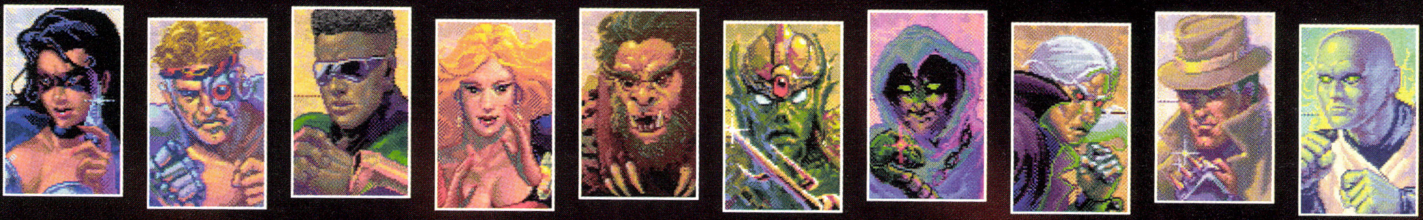
MEGA PLAY

SEGA STRATEGIES FOR WINNING BIG!



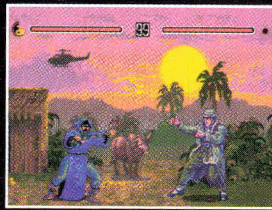
ETERNAL CHAMPIONS

There are a ton of moves and strategies that must be mastered in order for you to endure the many bouts you can have with the other fighters in Eternal Champions.

With Sega's assistance, Mega Play has compiled some of the best fighting combinations for each character. We have also included a select list of some of the best moves or special attacks that inflict the most damage to your opponent. Will Street Fighter II have a run for its money on its hands here? Genesis owners, get ready for a whole new fighting game!

• •

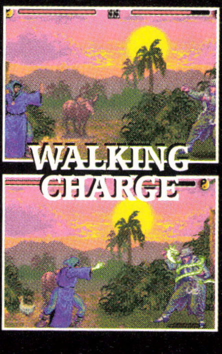
POWER OF A WORD



Don't underestimate the power of a good insult. All moves require inner strength (shown as the yin/yang symbol next to a player's energy bar). To perform special moves requires a certain amount of inner strength, proportional to the damage it does. The key is that an Insult Move drains your foes' inner strength. This adds a whole new dimension to fighting games, since it uses more strategy and not merely quick reflexes and brute strength. This is great to even out characters with very powerful moves.

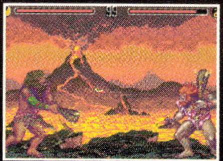
CHARGE IT!

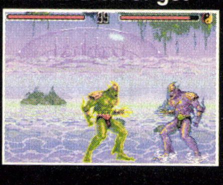
All special moves are either charge moves or button combinations. No more Instant Dragon Punches or Fireball Motions. This forced charge adds a level of difficulty and timing. To add to the complexity, the charge time is cumulative. You can charge for approximately 10 seconds, walk forward for eight, and still perform a two second charge back move. Because of the importance of charging, be sure to charge at all possible times.



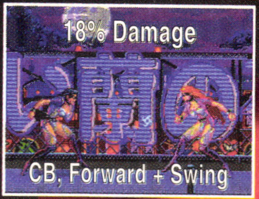
DEFENSE=OFFENSE

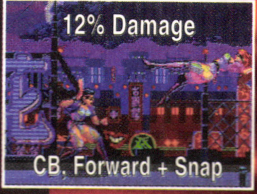
Unlike many other fighting games, Eternal Champions fully uses defensive moves. Some of the defensive moves, like Slash's Bat Back and Larcen's Reflect Back, actually ricochet the projectile back against their foes. Even the many fields of Trident can be used to defensively cause a player to harm themselves or put them in a bad position. Initially, these new types of moves will take a bit of getting used to, but they will surely make for interesting matches. Sometime the best offense is a defense.

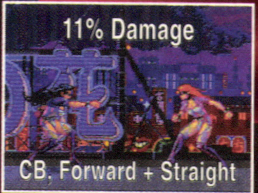




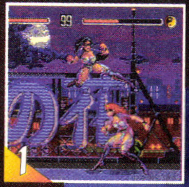
SHADOW


18% Damage
CB, Forward + Swing
Flying Mine Uzume

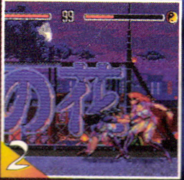

12% Damage
CB, Forward + Snap
Twirling Fan Attack


11% Damage
CB, Forward + Straight
Ninja Weapon

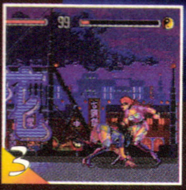
POWERFUL COMBINATIONS



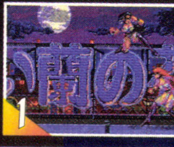
Leap B



Low Y



Twirling Fan



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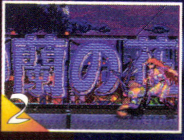
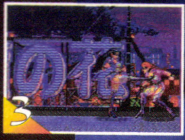
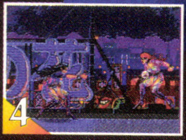


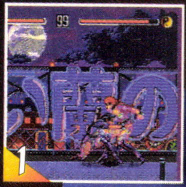
Low C



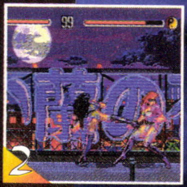
Close B



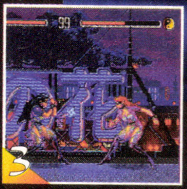
Throw Shuriken



Low Z

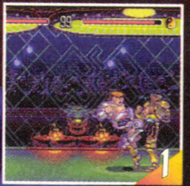


Close C

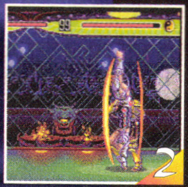


Flying Mine

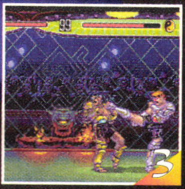
POWERFUL COMBINATIONS



Leap Forward A



Turbine



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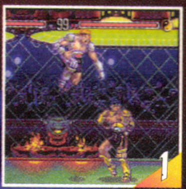
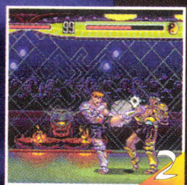


Leap Forward Z



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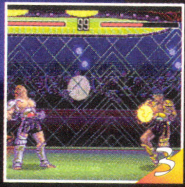
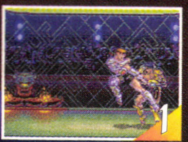
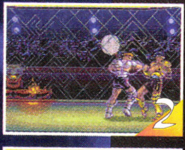


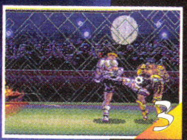
Overload



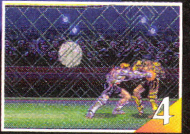
Leap Forward B



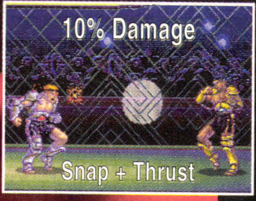
Stand Y

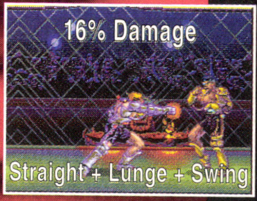


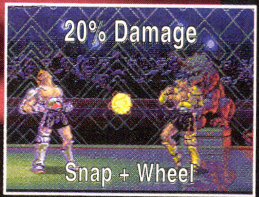
Stand A



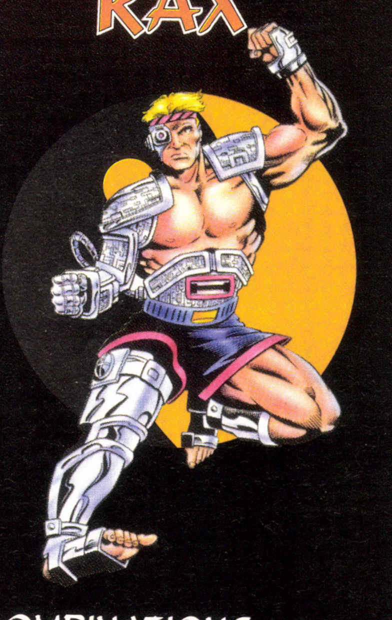
Cyber Punch


10% Damage
Snap + Thrust
Lock and Load

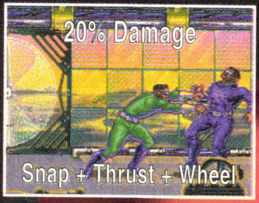

16% Damage
Straight + Lunge + Swing
Cyber Punch

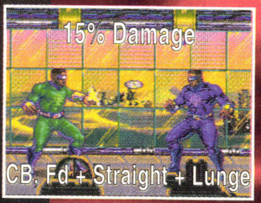

20% Damage
Snap + Wheel
Overload

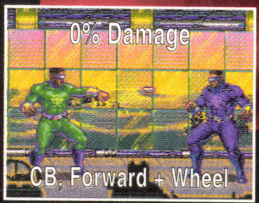
RAX



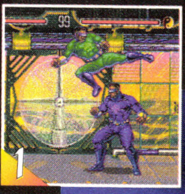
BLADE


20% Damage
Snap + Thrust + Wheel
Wild Fury Attack

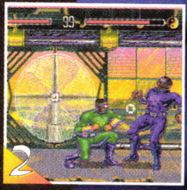

15% Damage
CB, Fd + Straight + Lunge
Tracking Blade


0% Damage
CB, Forward + Wheel
Power Drain

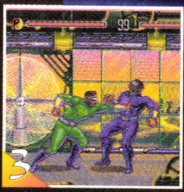
POWERFUL COMBINATIONS



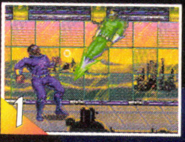
Leap A



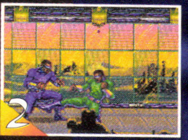
Low X



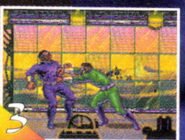
Wild Fury



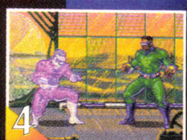
Leap C



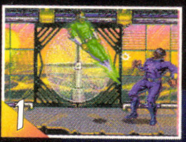
Low B



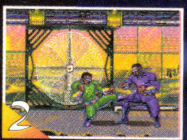
Wild Fury



Stun Beam



Leap C



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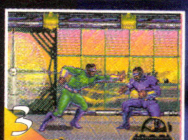
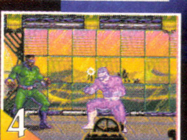
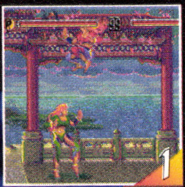


Stand Z

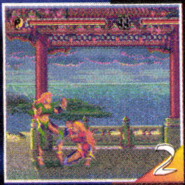


Stun Beam

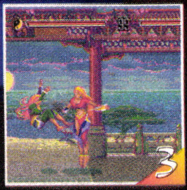
POWERFUL COMBINATIONS



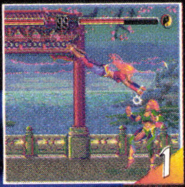
Leap C



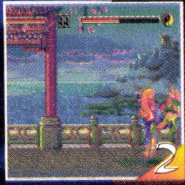
Low Y



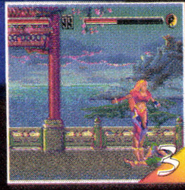
Spinning Corkscrew



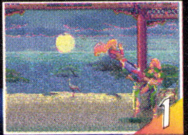
Leap Z



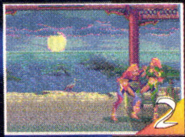
Spinning Corkscrew



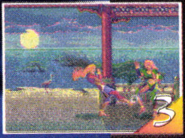
Close B



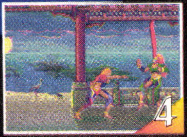
Leap A



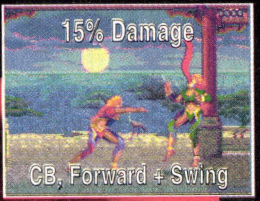
Stand Z

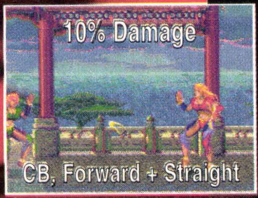


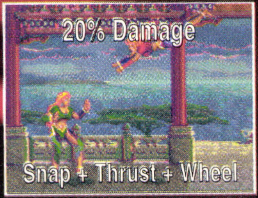
Stand B



Flying Choke

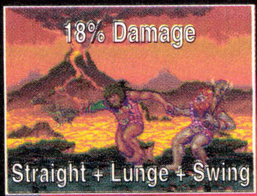

15% Damage
CB, Forward + Swing
Flying Choke

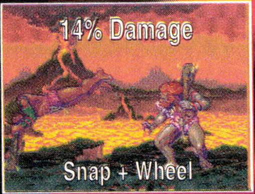

10% Damage
CB, Forward + Straight
Bladearang

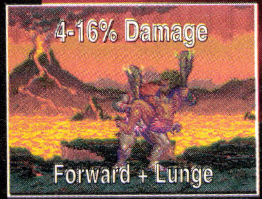

20% Damage
Snap + Thrust + Wheel
Death Dive

JETTA

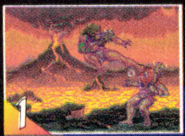
SLASH


18% Damage
Straight + Lunge + Swing
Batter Up

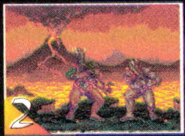

14% Damage
Snap + Wheel
Double Footed-Kick


4-16% Damage
Forward + Lunge
Spinal Crush

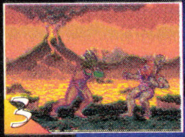
POWERFUL COMBINATIONS



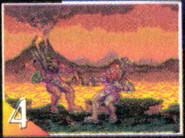
Leap FWD C



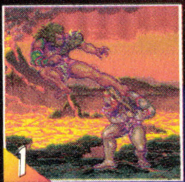
Close B



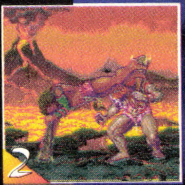
Stand Z



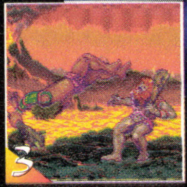
Headbutt



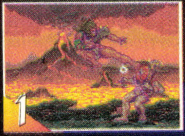
Leap FWD C



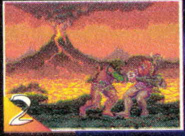
Double Float



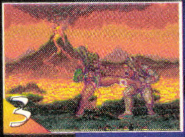
Stand Z



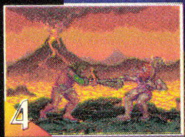
Leap FWD C



360 Swing

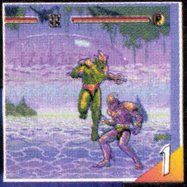


Close C

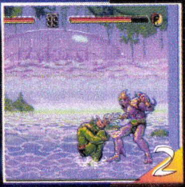


Stand Z

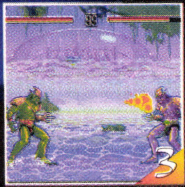
POWERFUL COMBINATIONS



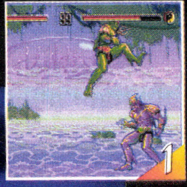
Leap FWD C



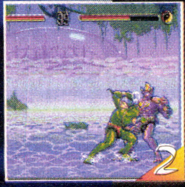
Low Z



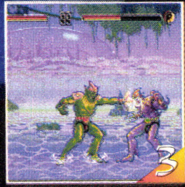
Plasma Ball



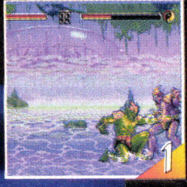
Leap FWD A



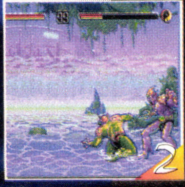
Close X



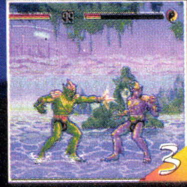
Spinning Trident



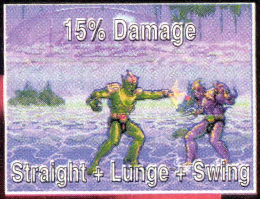
Low Spinning Trident

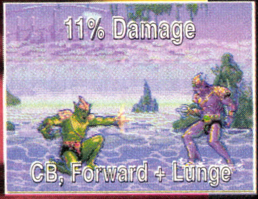


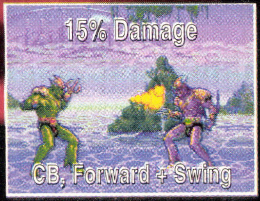
Low B



Spinning Trident

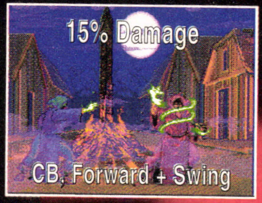

15% Damage
Straight + Lunge + Swing
Spinning Trident


11% Damage
CB, Forward + Lunge
Sliding Spinning Trident


15% Damage
CB, Forward + Swing
Plasma Bolt

TRIDENT

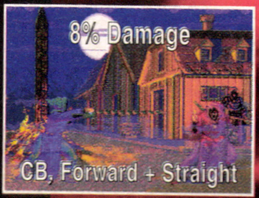
XAVIER



Dragon Trap

15% Damage

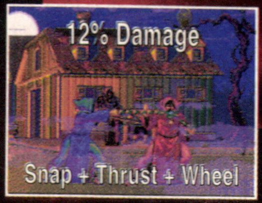
CB, Forward + Swing



Snap Back

8% Damage

CB, Forward + Straight

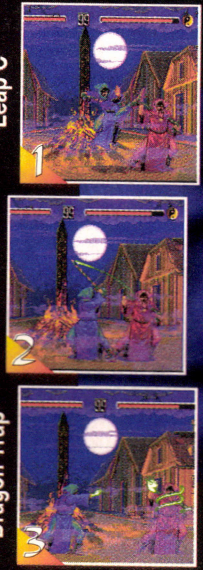


Attract and Smack

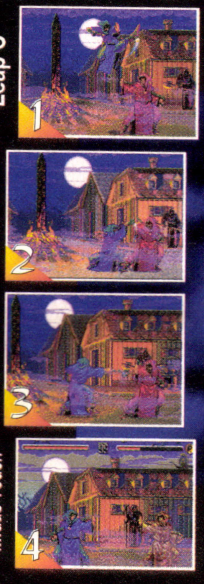
12% Damage

Snap + Thrust + Wheel

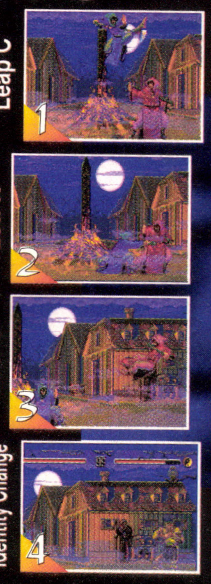
POWERFUL COMBINATIONS



1. Leap C
2. Close X
3. Dragon Trap

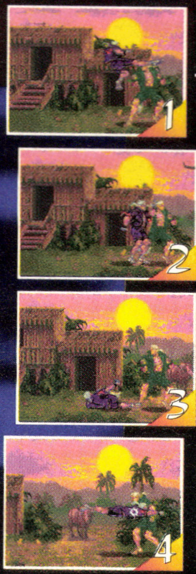


1. Leap C
2. Low X
3. Stand Y
4. Midas Touch

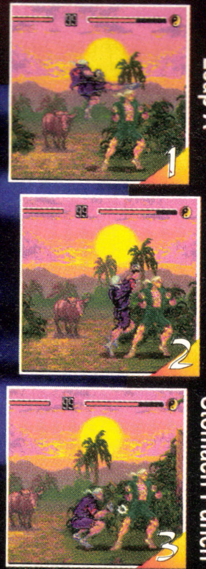


1. Leap C
2. Low X
3. Low C
4. Identity Change

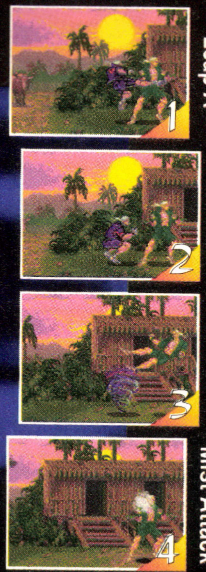
POWERFUL COMBINATIONS



1. Leap A
2. Close Y
3. Low B
4. Wall Smash

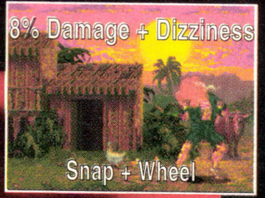


1. Leap A
2. Low Z
3. Stomach Punch



1. Leap A
2. Low X
3. Low C
4. Mist Attack

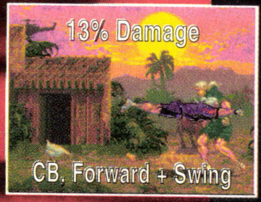
MIDKNIGHT



Mist Attack

8% Damage + Dizziness

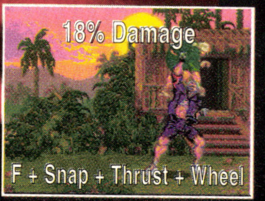
Snap + Wheel



Wall Smash

13% Damage

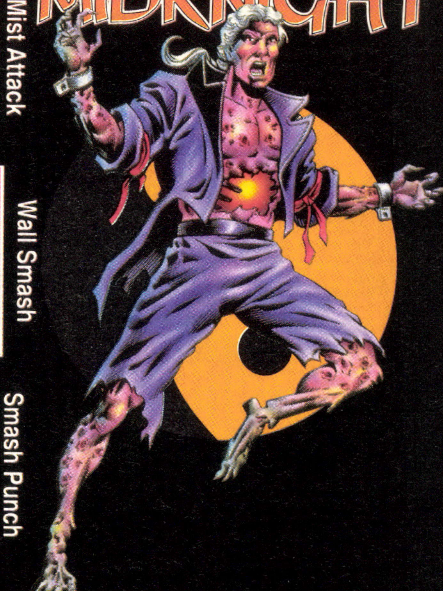
CB, Forward + Swing



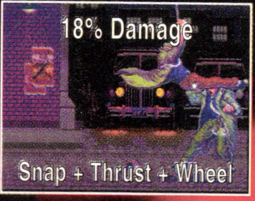
Smash Punch

18% Damage

F + Snap + Thrust + Wheel



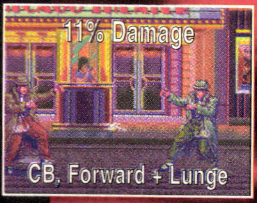
LARCEN



Power Sweep

18% Damage

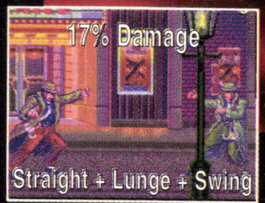
Snap + Thrust + Wheel



Sai Throw

11% Damage

CB, Forward + Lunge

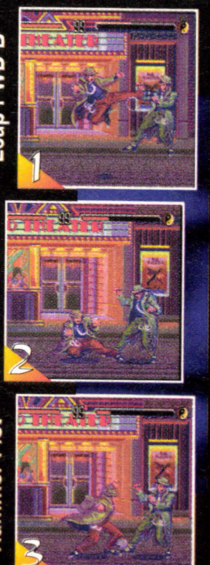


Hammer Fist

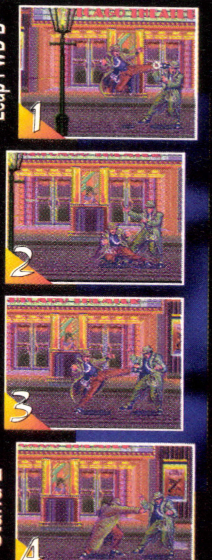
17% Damage

Straight + Lunge + Swing

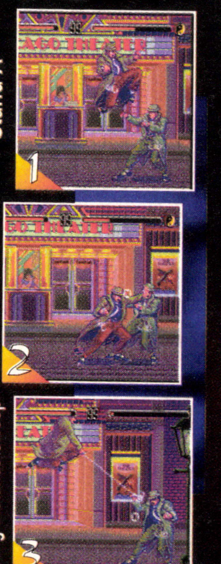
POWERFUL COMBINATIONS



1. Leap FWD B
2. Low B
3. Hammer Fist



1. Leap FWD B
2. Low B
3. Stand B
4. Stand Z



1. Stand A
2. Shoe Kick
3. Long Distance Sweep

FACES OF DEATH

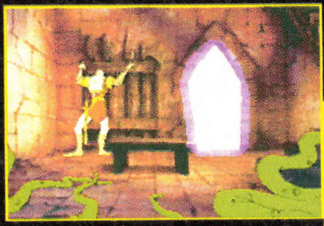
SEGA STRATEGIES FOR WINNING BIG!

MEGA PLAY

DRAGON'S LAIR

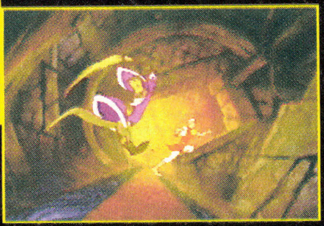
GENERAL TIPS AND STRATEGY

For the most part, follow the flashing clues (like the Tentacle Level). However, sometimes the clues are used against you (like the floor level). Also, you must master the timing. "Tapping" doesn't work, you must do the move in the right time frame only.



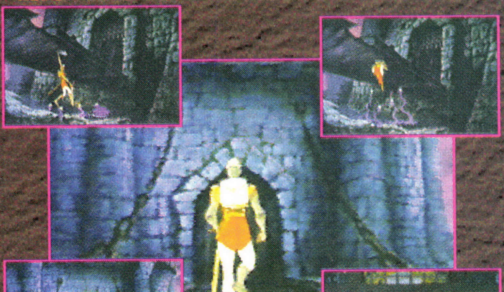
Follow the lead in some rooms, but it could be wrong.

Even though you know the move, you must time it!



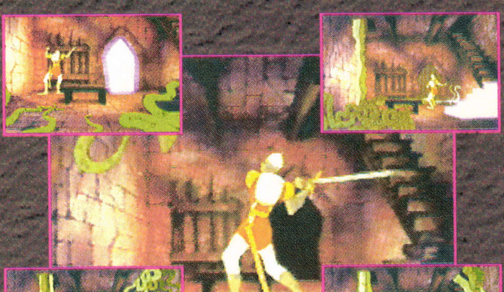
🗡 Follow the moves guide below each stage to use the sword or to move Dirk. ▶ ▼ ◀ ▲

EERIE DRAWBRIDGE



🗡 ▲

TENTACLE TROUBLE

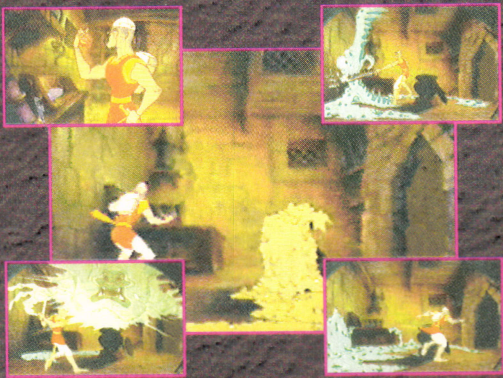


🗡 ▶ ▼ ◀ ▲

Note: Moves and order of levels are subject to change at production time. Picture quality may be altered for the full release version.

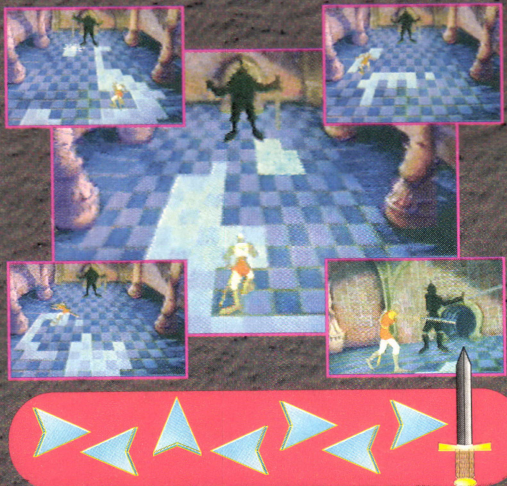
FACES OF DEATH

TOIL AND TROUBLE



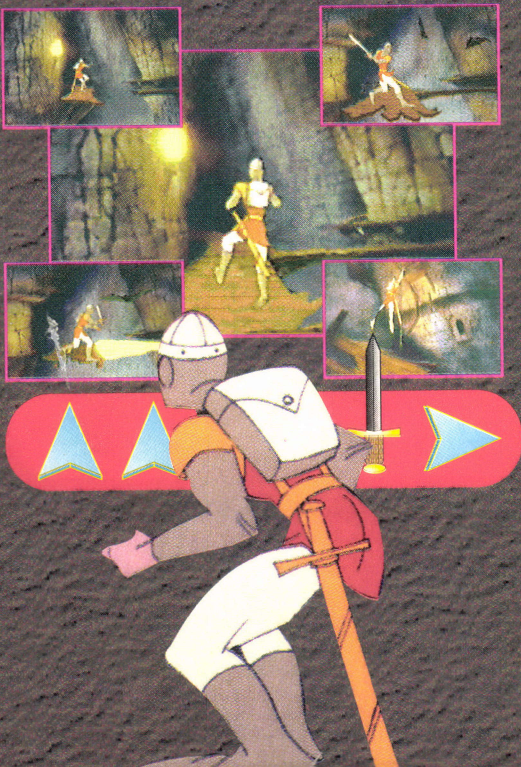
↑ 🗡 🗡 →

BLACK KNIGHT



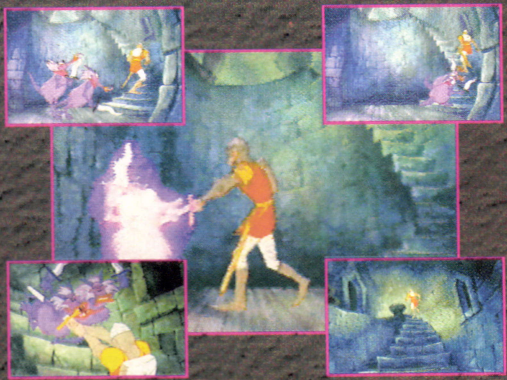
→ ← ↑ ← → ← → 🗡

OUT ON A LEDGE



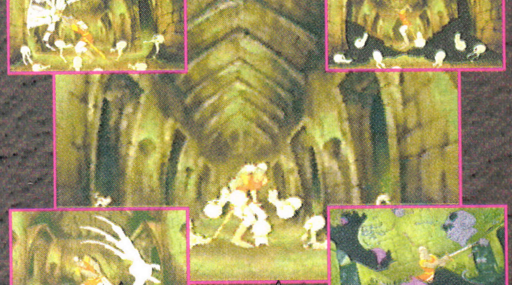
↑ ↑ 🗡 →

GIDDY GOONS



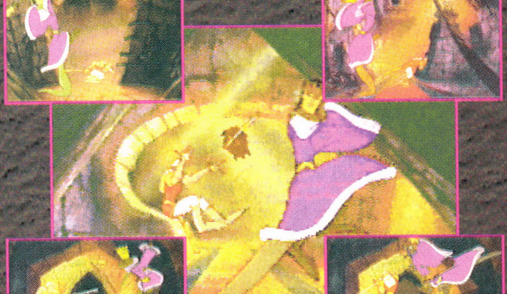
🗡 → ↑ 🗡

SKELETON CRYPT

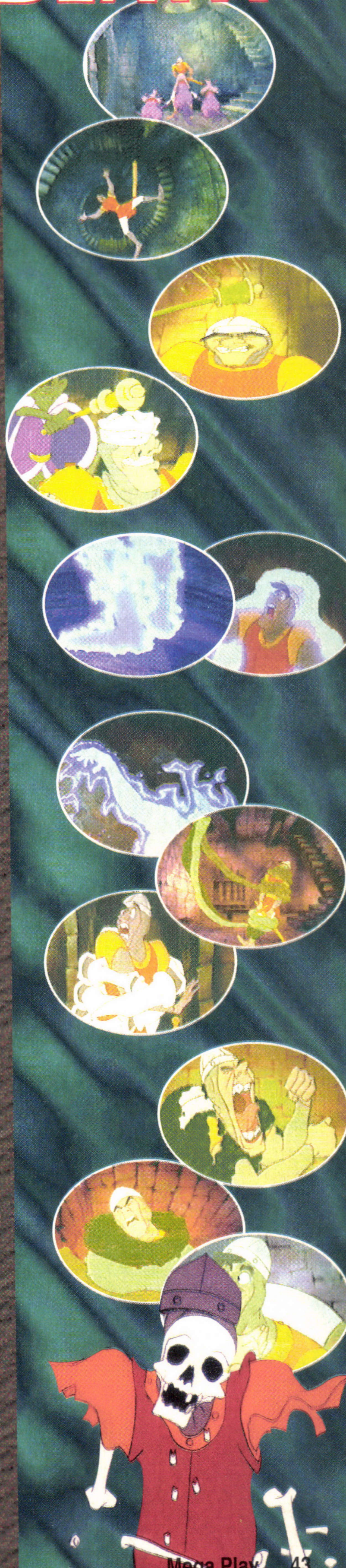


↑ 🗡 ↑ 🗡 ← ↑

THE LIZARD KING

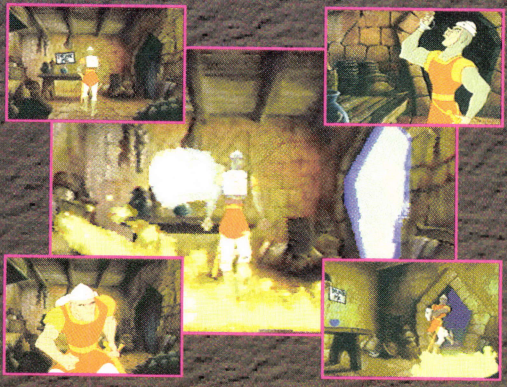


← → X5 🗡 X4



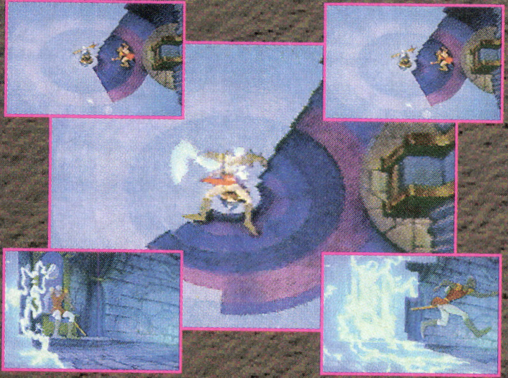
FACES OF DEATH

DON'T DRINK AND FIGHT



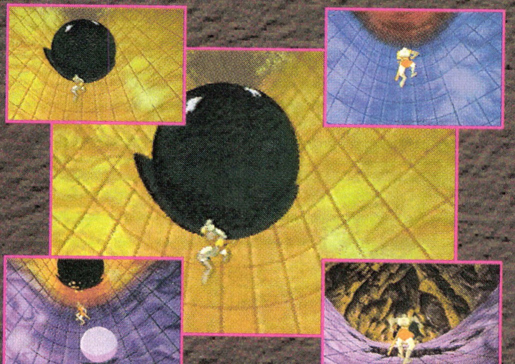
▶

THRONE ROOM



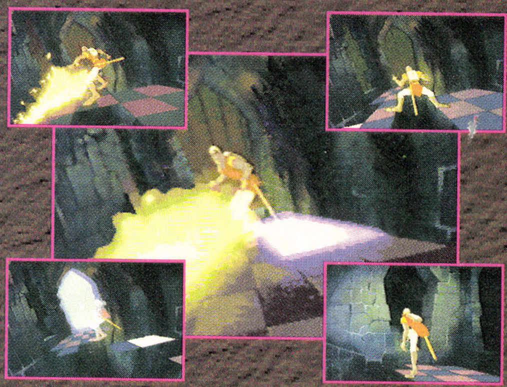
▶ ▲ ▶ ▶

BOWLING BALLS



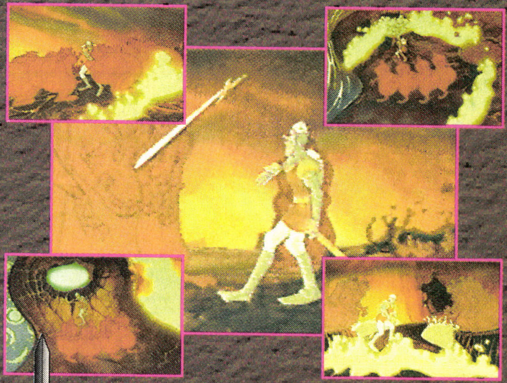
▼ ▼ ▲ ▼ X3 ▲

FALLING FLOOR



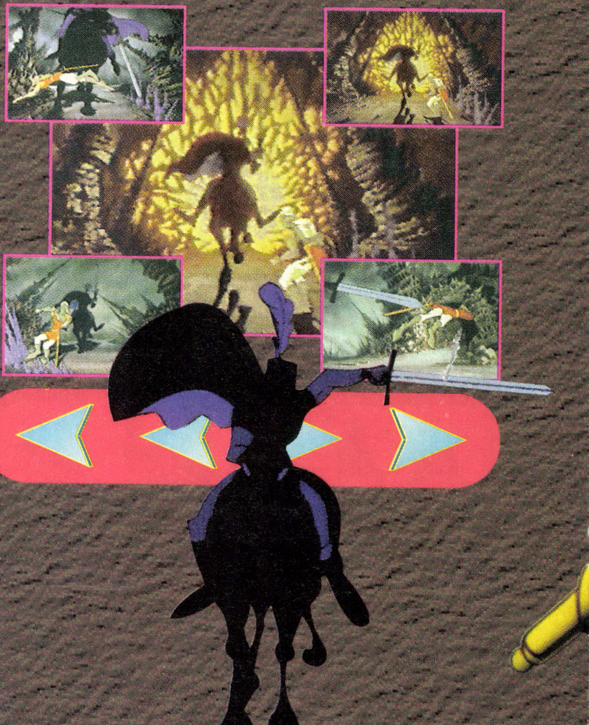
▼ ▲ ◀

LAVA MEN



🗡 ▲ ▲ ▶ ▲ X5

LAUGHING HORSEMEN

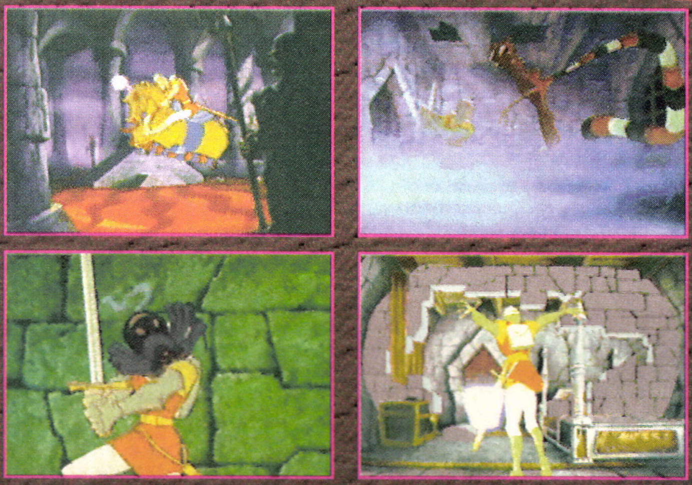


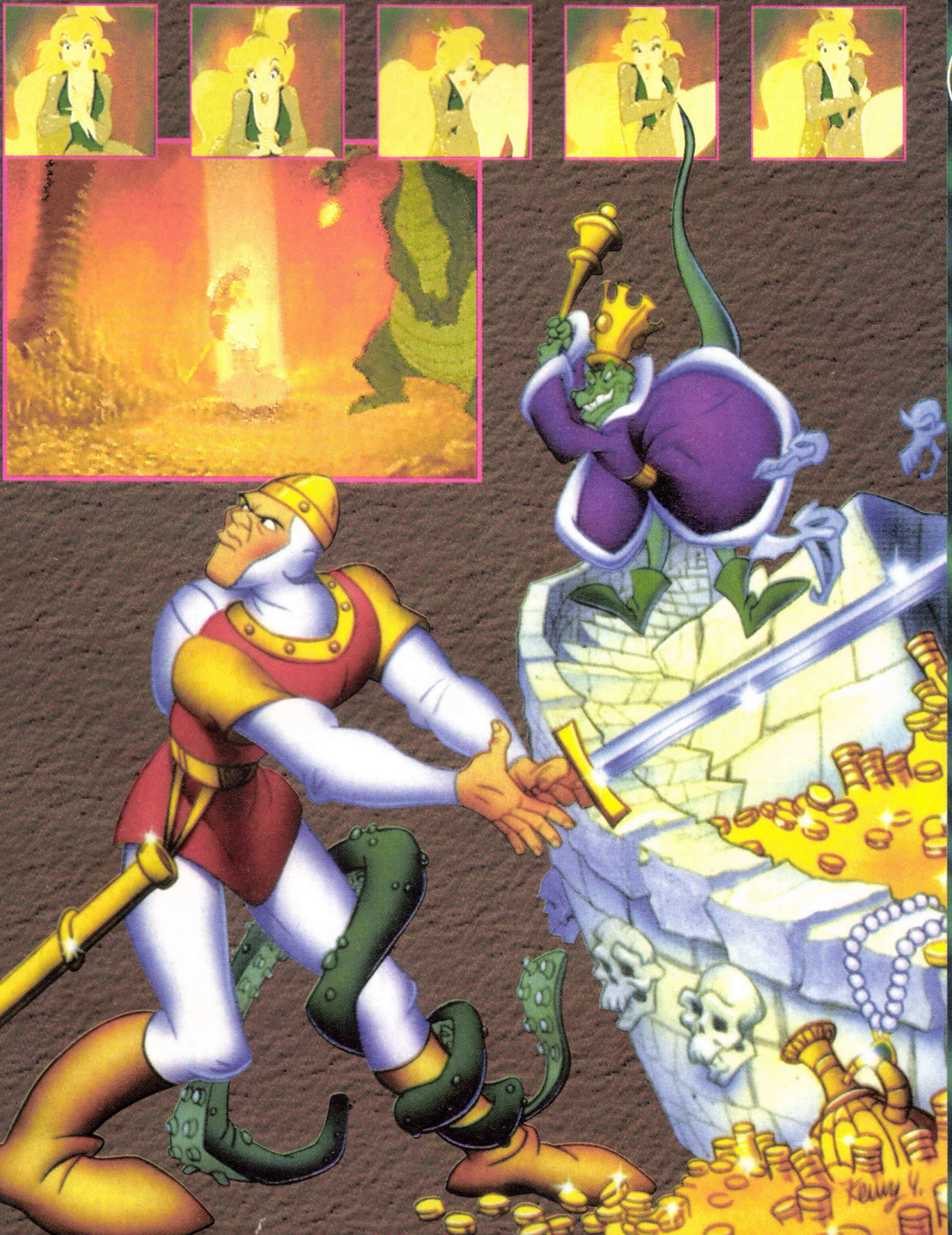
◀ ◀ ▶

Note: Moves and order of levels are subject to change at production time. Picture quality may be altered for the full release version.

MANY OTHER PERILS AWAIT YOU

There are tons more rooms left for you to figure out, including the longest sequence—the fight with Singe himself. Follow the clues from Daphne and battle the huge lizard for the key that will set her free.





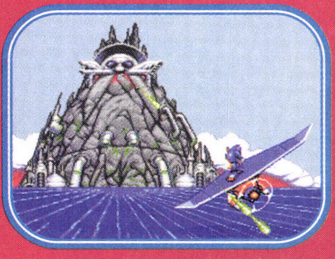
FACES OF DEATH

PUT A NEW SPIN

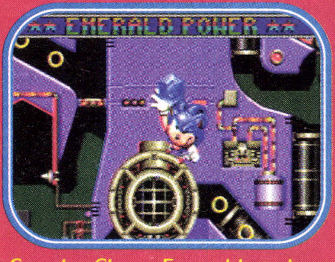
SONIC THE HEDGEHOG SPINBALL™

STRAP ON YOUR POWER SNEAKERS FOR SPINSATIONAL NEW SONIC MOVES!

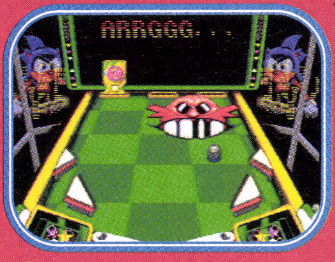
Lever-launch through eight fresh worlds of pinball-pumping mutant mayhem as Mobius' most heroic hedgehog rolls into action against the demented Dr. Robotnik! Thousands of Sonic's friends are about to become vegged-out robots... So why are you just sitting there? Get your flippers-flapping – and start spinnin'!



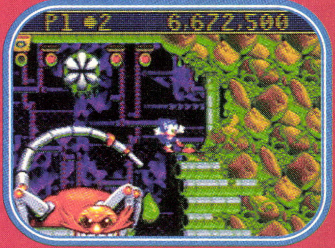
Vault into the Volcano Veg-O-Fortress and kick some 'Bot!


EMERALD POWER

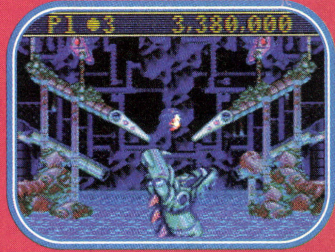
Cop the Chaos Emeralds to bust Robotnik's family jewels!



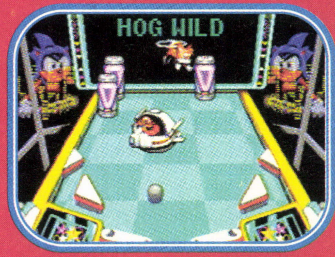
Get down...get up...get a new perspective in the 3-D Pinball Bonus Round!


P1 ●2 6,672,500

Neither sleet, nor snow, nor a slime slurping Scorpius can stop him!


P1 ●3 3,380,000

Pull the plug on the Lava Powerhouse for a real global warm-up!



Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!

SONIC THE HEDGEHOG SPINBALL
GENESIS
GA
SEGA

SEGA™

WELCOME TO THE NEXT LEVEL.

ON YOUR GAME!

Sega, Genesis, Sonic Spinball, Sonic The Hedgehog and related characters are trademarks of SEGA. ©1993 SEGA. All rights reserved.

SONIC the Hedgehog SPINBALL
START
OPTIONS

MACHINE	GENESIS
PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8 MEG
PLAYERS	1 TO 4
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

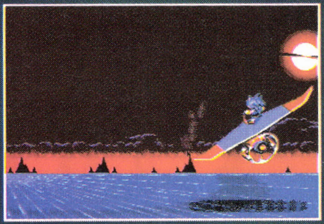
In the Options Screen, you can choose to play a one- to four-player game. You can also play the game in Fast or Slow Mode, and either turn the music on or off.

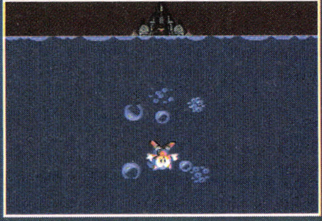
ORIGINS

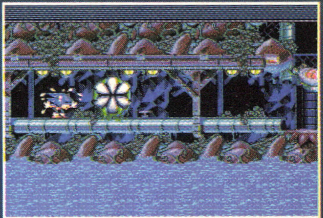
Everyone's favorite hedgehog is back, but this time he's doing it like a pinball! In this adventure, you combine the funny antics of Sonic with the fast-paced insane action of a pinball game for a great cart.

STORY

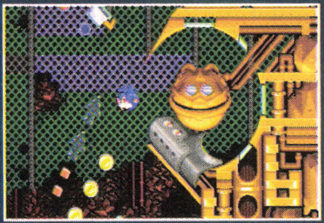
Sonic must battle his way in pinball fashion through four levels of chaos, in order to save the island from the evil clutches of Dr. Robotnik. There are also bonus levels where you must free Sonic's friends from Dr. Robotnik in a game of pinball with Sonic at the controls.



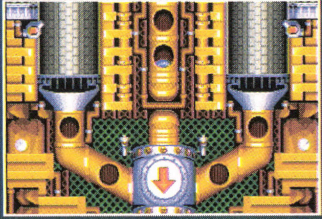




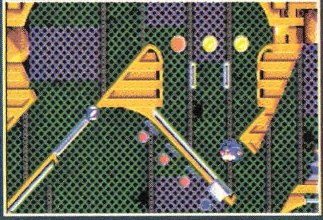
ZONE 2
LAVA POWERHOUSE



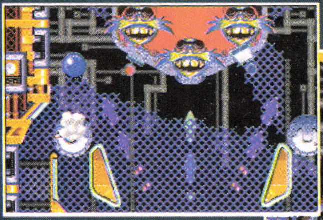
Hurl Sonic through this loop and he'll get fired into the door.



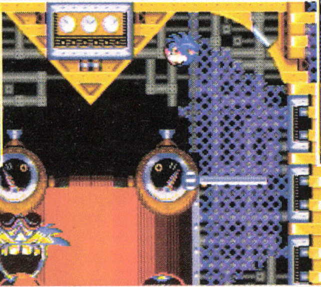
This boiler will throw you directly to your first gem.



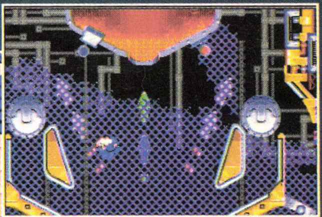
Don't let Sonic fall or you will have to start at the beginning!



Launch yourself up in order to reach the top of the Boiler Boss.



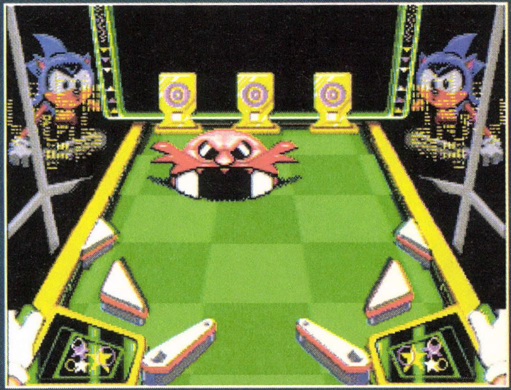
Boss 2 is not so bad. All you have to do is get in there and do your thing!



There is a way to enter the Boss from underneath, but it is very narrow.

SONIC THE HEDGEHOG SPINBALL

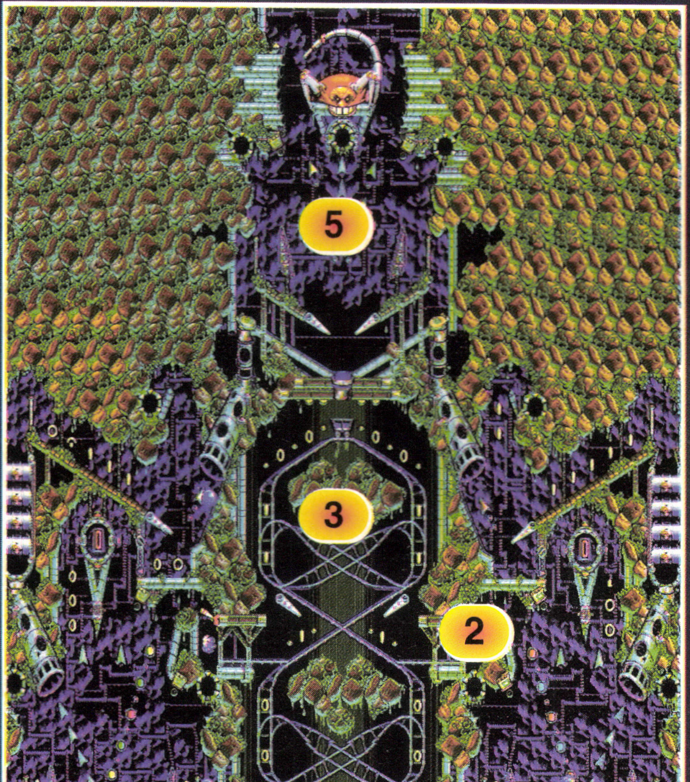
BONUS LEVEL 2

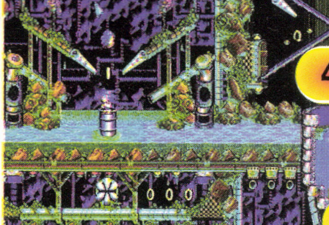


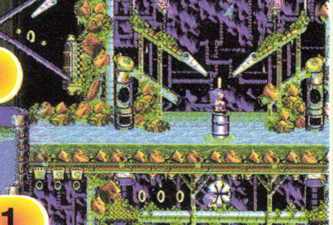
These levels are like real pinball with Sonic on the paddles!

ZONE 1

TOXIC WASTE

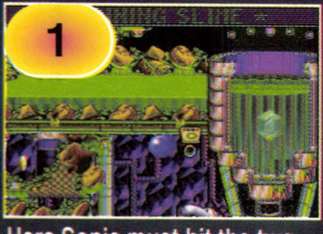



Decide which bird to destroy! Each will take you someplace different.

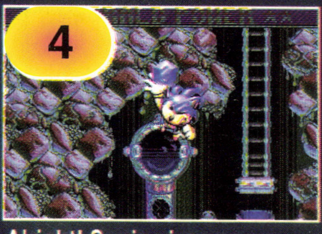

These tubes will take you to the same place, but each in its own way!

GUIDE TO LEVEL 1

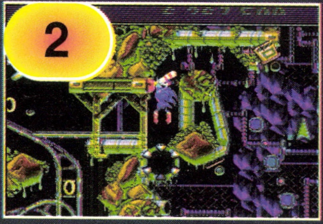
The objective of this level is to get the three Chaos Emeralds while fighting the Bosses at the end of each level. The level isn't hard, but you'll learn the basics of the game. This will help you!



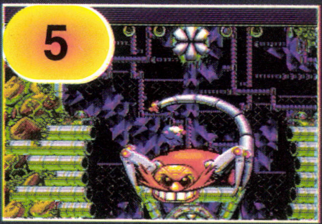
Here Sonic must hit the two targets on either side of the gem to drain the slime.



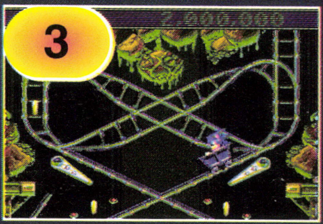
Alright! Sonic gives you a smile and a wink after he gets one of the gems.



When Sonic hangs off of this lever, the bridge will go up, allowing him to get the gem.



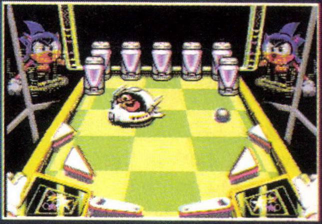
At the top of this level waits the big Boss. Try to get between him and his tail.



After the bridge is raised, race down this track to get one of the jewels.

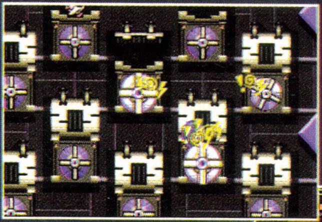
BONUS LEVEL 1

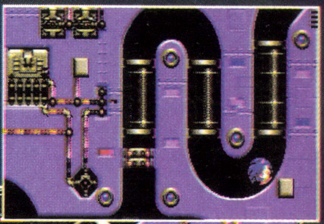
Free your friends in this bonus level.

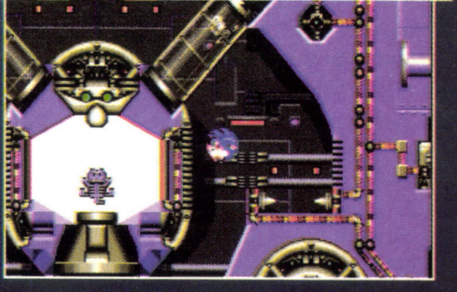


ZONE 3

COMPUTER ZONE






This is the Level 3 Boss. In order to take him out, you first have to bust the tubes on his sides. Continue to attack from below, until he blows up in an explosion.

SUPER NBA BASKETBALL

MACHINE	GENESIS
PUBLISHER	TECMO
AVAILABLE	DECEMBER
THEME	SPORTS
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

From changing the difficulty of the game to changing the game speed, Tecmo's Super NBA Basketball has all the options you could ever want in a game.

ORIGINS

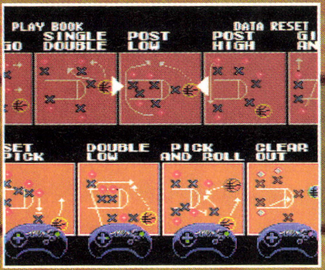
When you think of the great sports games, Tecmo is one company that comes to mind. Tecmo's Super NBA Basketball is sure to blow your mind away. Now with the use of 16-Bit graphics, Tecmo's sports games get even better.

STORY

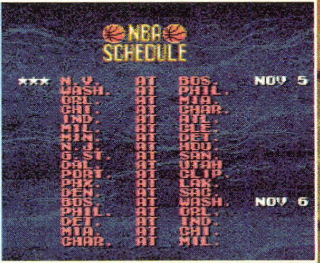
If you have ever wanted to be a part of the NBA, here is your chance. Tecmo's Super NBA Basketball gives you all the pro teams and stats with the choice of different game seasons to play. Awesome game play and great animation of the players makes this game all the more real.

SUPER NBA BASKETBALL

SUPER NBA OPTIONS

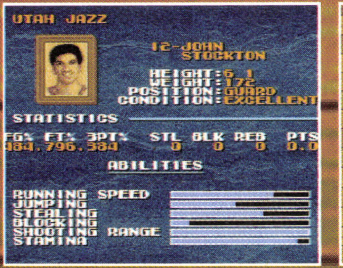

PLAY BOOK
SINGLE
DOUBLE
POST LOW
POST HIGH
DATA RESET
SET PICK
DOUBLE LOW
PICK AND ROLL
CLEAR OUT

Here are just a few of the options in Super NBA: different game seasons, the option to change your play book and halftime stats. Also take a look at the NBA schedule to see which teams you might play against.

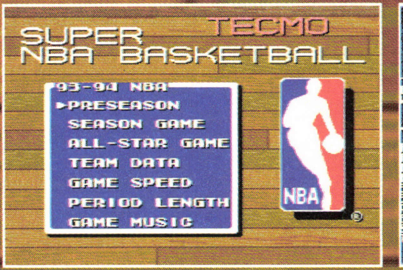


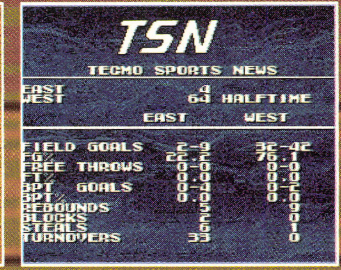
```
NBA
SCHEDULE

*** N.Y.   AT BOS.   NOV 5
    WASH.  AT PHIL.
    ORL.   AT MIA.
    CHI.   AT CHAR.
    IND.   AT ATL.
    MIL.   AT CLE.
    MIN.   AT DET.
    N.J.   AT HOU.
    G.ST.  AT SAN.
    DAL.   AT UTAH
    PORT.  AT CLIP.
    PHX.   AT LAK.
    DEN.   AT SAC.
    BOS.   AT WASH.  NOV 6
    PHIL.  AT ORL.
    DET.   AT IND.
    MIA.   AT CHI.
    CHAR.  AT MIL.
```



```
UTAH JAZZ
            12-JOHN
              STOCKTON
            HEIGHT:6 1
            WEIGHT:172
          POSITION:GUARD
         CONDITION:EXCELLENT
STATISTICS
FG% FT% 3PT%  STL BLK REB  PTS
484.796.384     0   0   0  0.0
          ABILITIES
RUNNING SPEED
JUMPING
STEALING
BLOCKING
SHOOTING RANGE
STAMINA
```

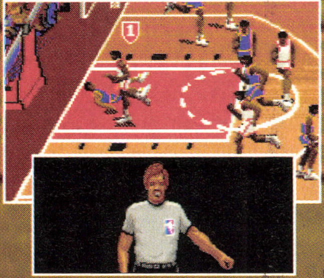

SUPER NBA BASKETBALL
TECMO
93-94 NBA
▸PRESEASON
SEASON GAME
ALL-STAR GAME
TEAM DATA
GAME SPEED
PERIOD LENGTH
GAME MUSIC
NBA



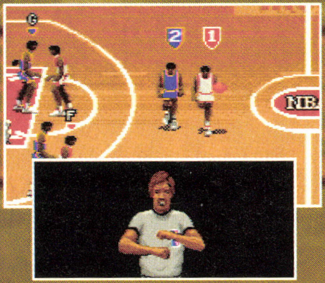
```
TSN
TECMO SPORTS NEWS
EAST             4
WEST            64 HALFTIME
          EAST     WEST
FIELD GOALS   2-9    32-42
FG%          22.2     76.1
FREE THROWS   0-0      0-0
FT%           0.0      0.0
3PT  GOALS    0-4      0-2
3PT%          0.0      0.0
REBOUNDS        5        9
BLOCKS          2        0
STEALS          6        1
TURNOVERS      33        0
```

GET CALLED FOR THE FOUL

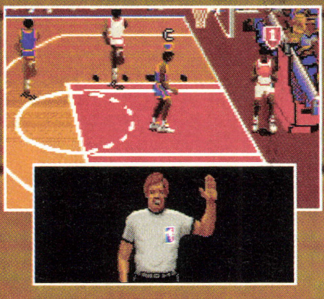
CHARGING



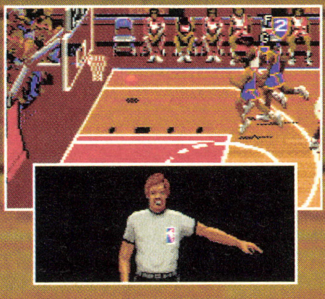
TRAVELING



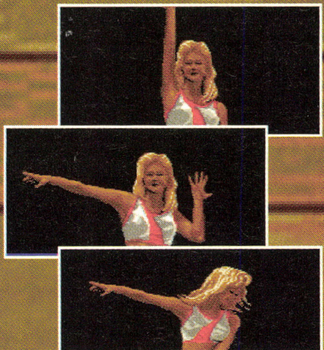
5 SECOND VIOLATION



OUT OF BOUNDS

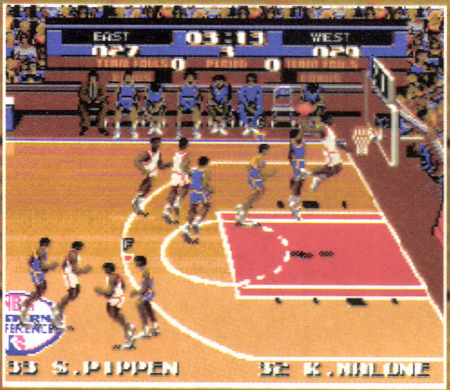


HALFTIME SHOW

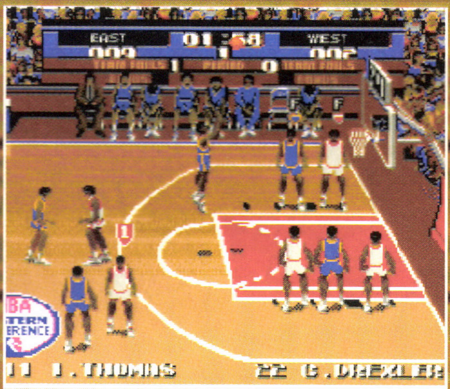


EAST
WEST
FIELD GOALS
FG%
FREE THROWS
FT%
3PT GOALS
3PT%
REBOUNDS
BLOCKS
STEALS
TURNOVERS
NBA
NBA EASTERN CONFERENCE

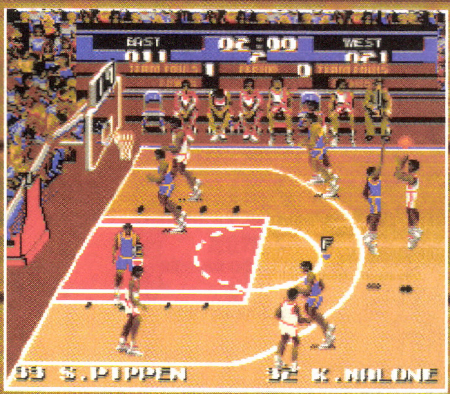
AWESOME GAME ACTION WITH COOL CINEMA SCENES


EAST 03:13 WEST
33 S.PIPPEN
32 K.MALONE

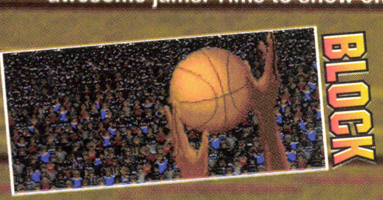
Drive the open lane and perform some awesome jams. Time to show off!

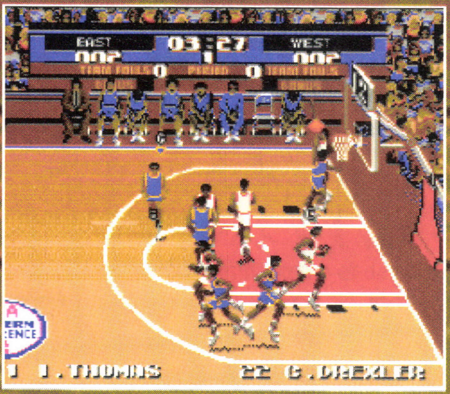

EAST 01:58 WEST
11 I.THOMAS
22 C.DREXLER

Try your luck at the free throw line for two points.

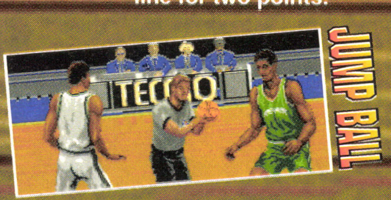

EAST 02:09 WEST
33 S.PIPPEN
32 K.MALONE

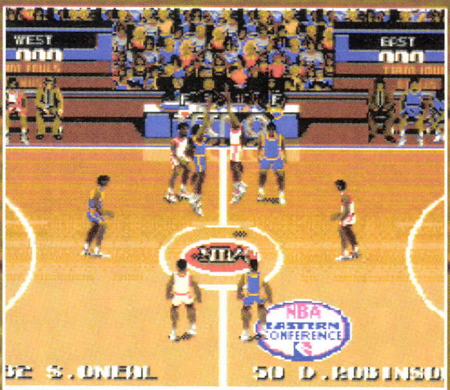
If there isn't a man open, go for a three-pointer as a last resort .



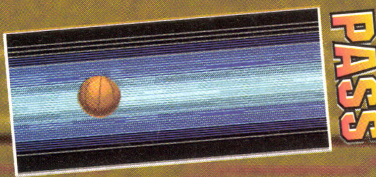

EAST 03:27 WEST
11 I.THOMAS
22 C.DREXLER

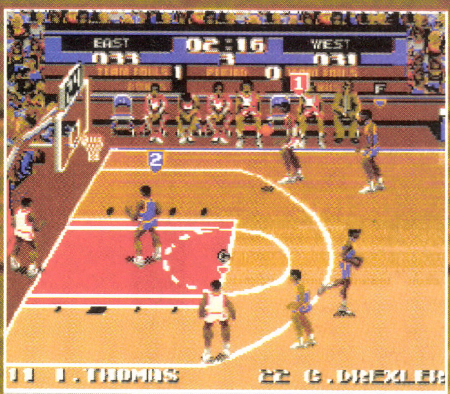
Take control of your defense to stop your opponent from scoring.


JUMP BALL
TECMO


WEST EAST
32 S.ONEAL
50 D.ROBINSO

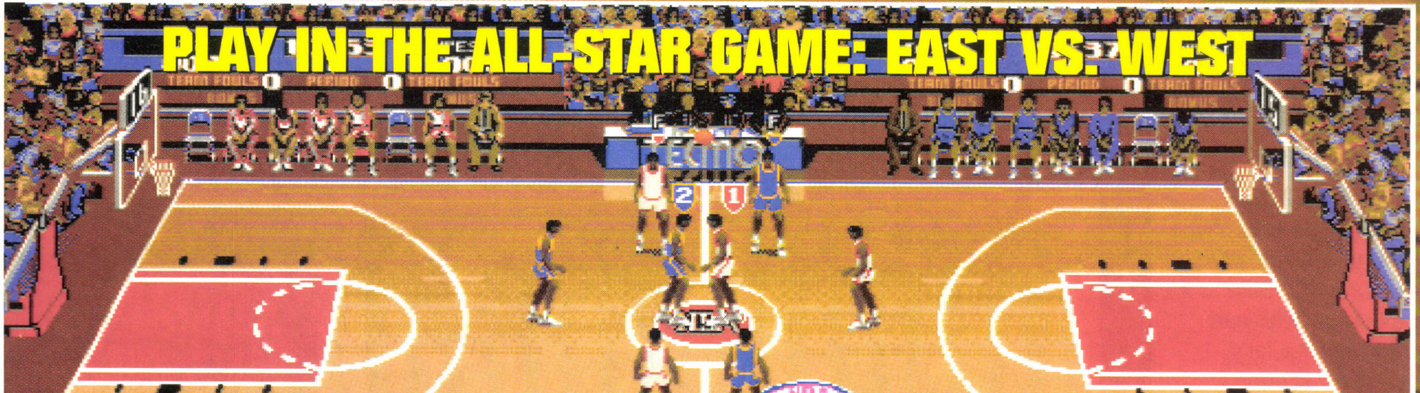
You must time your jump well to gain first possession of the ball.



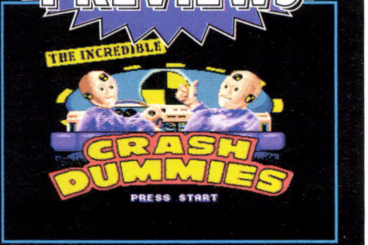

EAST 02:16 WEST
11 I.THOMAS
22 C.DREXLER

Go for a long pass to catch the defense off guard.

PLAY IN THE ALL-STAR GAME: EAST VS. WEST



MEGA PREVIEWS


THE INCREDIBLE
CRASH DUMMIES
PRESS START

MACHINE	GENESIS
PUBLISHER	FLYING EDGE
AVAILABLE	JANUARY
THEME	ACTION
MEGABITS	N/A
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	16
% COMPLETE	100%

OPTIONS

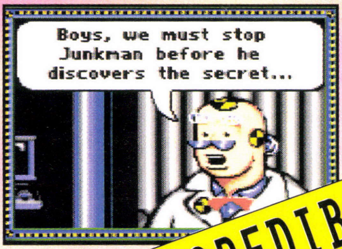
In this one-player game, you have many different Attack Options such as: throwing the wrench, jumping on enemies' heads, or using the roll to defeat foes.

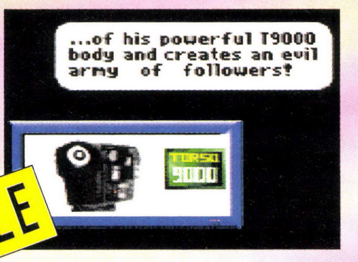
ORIGINS

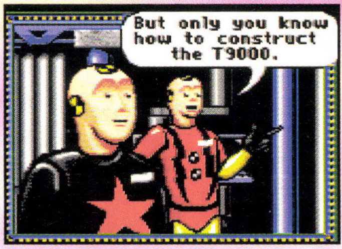
From the once very popular Crash Dummies commercial, comes a game that has the same message—buckle up! This is the story of a dummy dedicated to safety and fighting anyone who would make the world an unsafe place.

STORY

The Incredible Crash Dummies' main man, Dr. Zub, has been kidnapped by the evil Junkman who wants to destroy safety as we know it. Slick is the one dummy who can stop him. If he fails, Junkman will drain Dr. Zub's brain and use the information to become unstoppable.

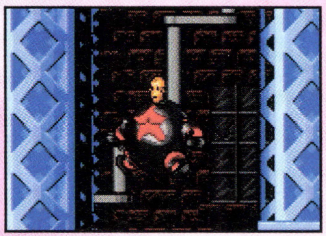

Boys, we must stop Junkman before he discovers the secret...


...of his powerful T9000 body and creates an evil army of followers!
TORSO 9000

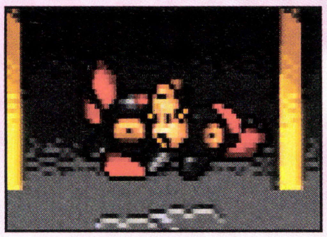

But only you know how to construct the T9000.

THE INCREDIBLE CRASH DUMMIES™

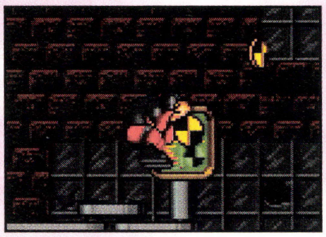
SLICK'S MOVES



Slick looks like he ate too much, but it's just an air bag.



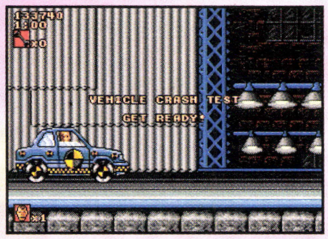
To avoid enemies, just go to pieces!



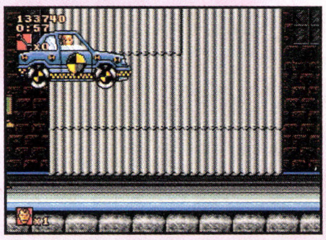
Tuck and roll to escape your enemy's attacks!

BONUS LEVEL 1

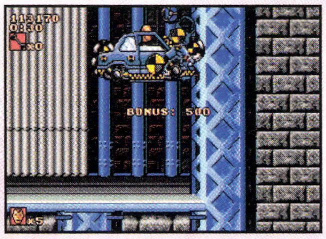
Drive your car and jump obstacles in order to come to a smashing end!


VEHICLE CRASH TEST
GET READY!

Slick has to drive this test car into a wall to gain points.



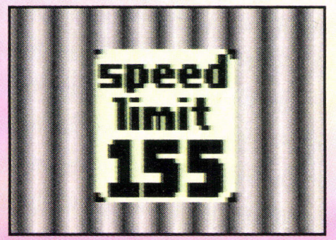
Jump obstacles so that they don't slow you down.



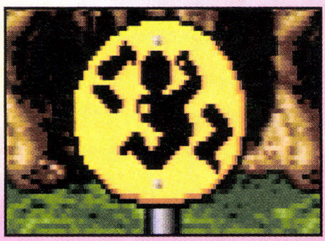
See how much of the car you can destroy on the wall.

DUMB SIGNS

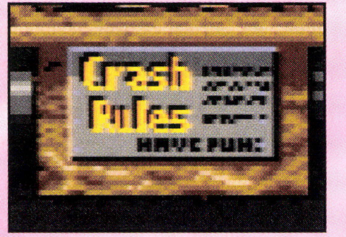
All throughout this game, you'll run into signs that will make you laugh.


speed
limit
155

I think this is a little to fast even for these dummies!

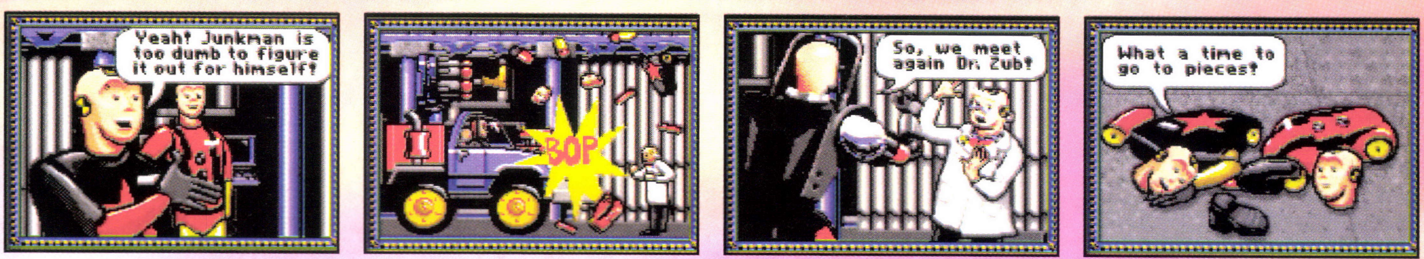


This sign says to beware of dummies coming to pieces.

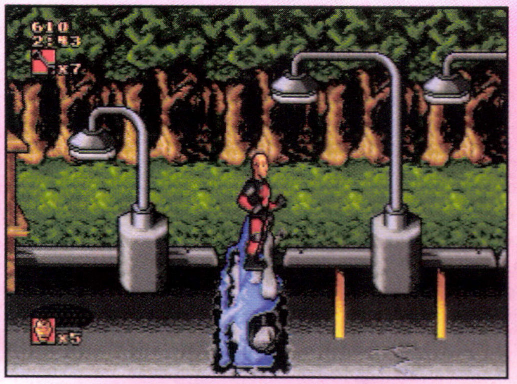

Crash
Rules
HAVE FUN!

There are even rules for crashing as if it was fun!

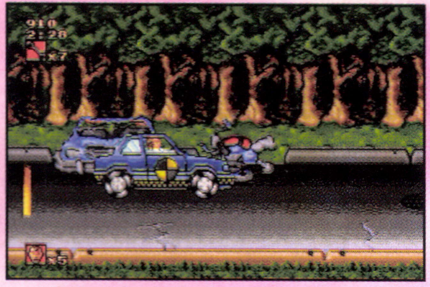
The incredible Crash Dummies ™ © 1993 Tyco Industries, Inc. Licensed through Leisure Concepts, Inc.


Yeah! Junkman is too dumb to figure it out for himself!
BOP
So, we meet again Dr. Zub!
What a time to go to pieces!

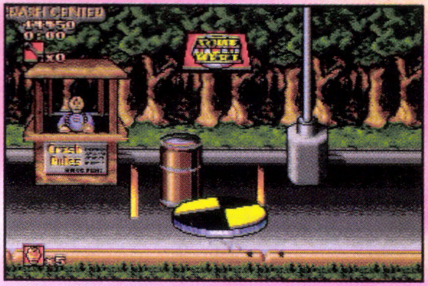
ZONE 1


610
2:43
x7
x5

Run through the dangerous parking lot while dodging the old junked cars.

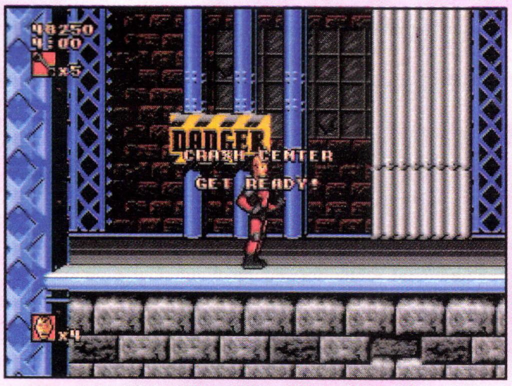

910
2:28
x7
x5

Other dummies are test driving, so don't let them hit you!

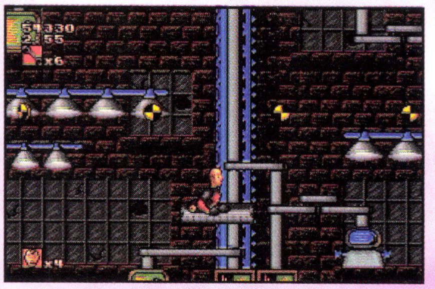

CRASH CENTER
44950
0:00
x0
x5

Jump on the giant crash symbol to get to the next level.

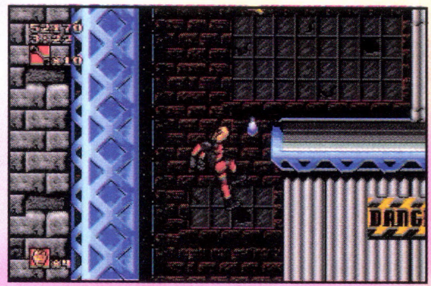
CRASH CENTRAL


48250
4:00
x5
DANGER
CRASH CENTER
GET READY!
x4

Now that you've reached the crash center, you must try to find the exit!


54330
2:55
x6
x4

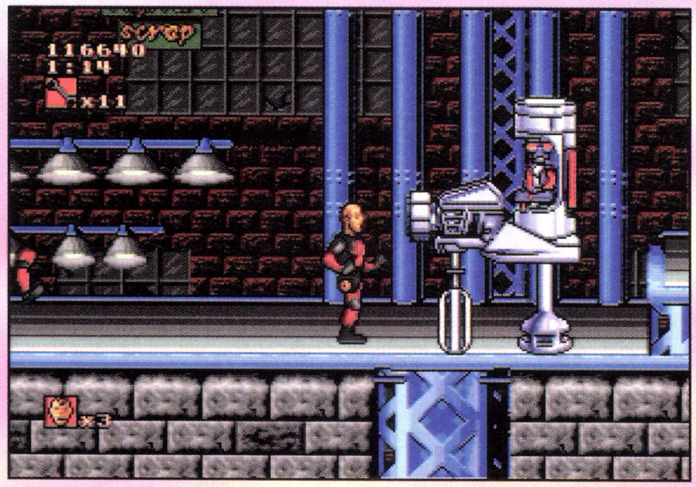
Don't fall off of the platforms or you'll have even fewer limbs!


52170
3:22
x10
DANG
x4

The airplanes will try to hit you with light bulb bombs.

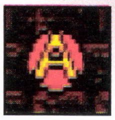
SIDESWIPE

This Boss is as dumb as a post, but he's quick and mean, plus he's after you. Jump on his head to take him out!

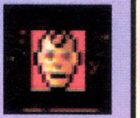

SCRAP
116640
1:14
x11
x3

PICK UPS !

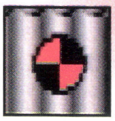
Pick up these items during the game to help Slick get through the challenging levels.



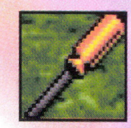
This is an airbag that lets you float.



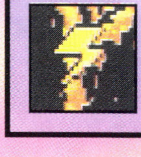
Dummy head gives one bonus life.



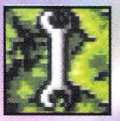
Adds 10 seconds to time left.



Replaces last limb lost by Slick.



Accelerates Slick to lightning speed.



Adds wrenches to Slicks' arsenal.

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MACHINE	GAME GEAR
PUBLISHER	SEGA
AVAILABLE	JANUARY
THEME	ACTION
MEGABITS	4
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	6
% COMPLETE	40%

OPTIONS

X-Men has two difficulty settings, entitled "Piece o' Cake" and "I Don't Think So." It also has different music playbacks and the option of turning sound effects on or off.

ORIGINS

Based on the immensely popular comic and now T.V. series, this has the typical side-scrolling action theme with the X-Men twist. It's along the same lines as the Genesis version released a while back, but with different X-Men.

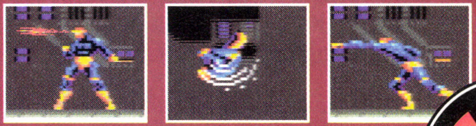
STORY

Professor X receives a call that Juggernaut is at the Hoover Dam. Sending Wolverine and Cyclops to check it out, the rest of the team try to repel the other evil mutants elsewhere. But, the dam was to lure them away, while the others were captured. Now you must save your friends.

X-MEN™

CYCLOPS

MUTANT POWER: Optic Eye Beams
Founding member who keeps himself under tight rein. Uses ruby-quartz glasses to contain his power.

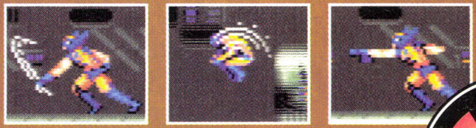


X-TRA ICON POWER

BLUE X	RED X	HEART
Unknown benefits.	Restore mutant power.	Replenish health.

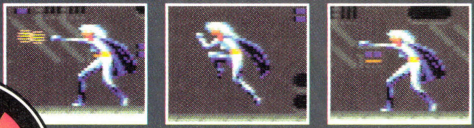
WOLVERINE

MUTANT POWER: Adamantium Claws
A savage fighter with super healing abilities. As part of a secret project, he was given an unbreakable skeleton.



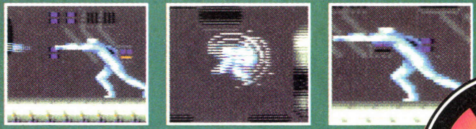
STORM

MUTANT POWER: Manipulate Weather
The co-leader of the X-Men, she is the mistress of the elements. She has a checkered past that she left behind.



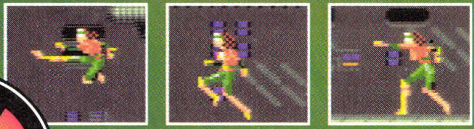
ICEMAN

MUTANT POWER: Ice Blasts
He sometimes longs to be a normal human, but he learned to control his powers and became a hero.



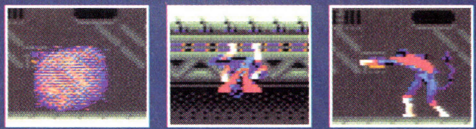
ROUGE

MUTANT POWER: Absorb Others' Powers
Her ability to absorb others' memories and powers has left her scarred for life, after an encounter with Ms. Marvel.



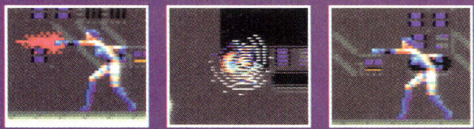
NIGHTCRAWLER

MUTANT POWER: Teleportation
As a member of Excalibur, he is able to instantly teleport and cling to any surface. A clever and witty mutant.



PSYLOCKE

MUTANT POWER: "Psionic Blade"
Originally she fought in Britain, until she was altered to be an Asian woman. After escaping, she joined the X-Men.



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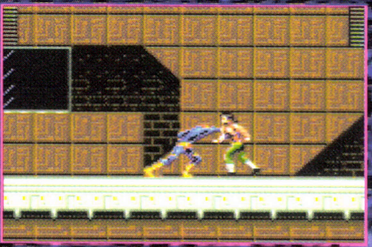
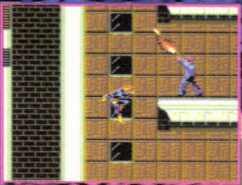
LEVEL 1: HELL FIRE CLUB

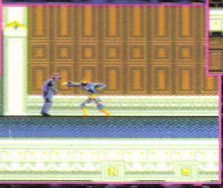


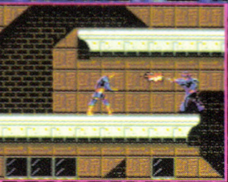
Trying to take out Sabastian Shaw is easier said than done, for Sabastian will grow stronger with each attack you throw at him. Use his own elements to defeat him and rescue Rogue.



One wrong move and you will fall several feet.

Use elevators to get to different parts of the club.

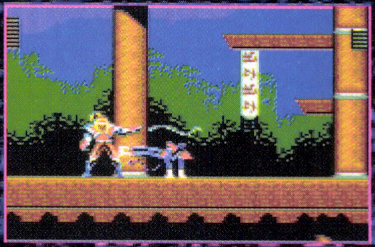


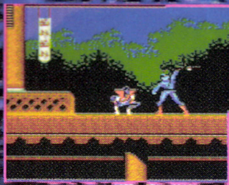


Watch out for Sabastian Shaw's henchmen.

LEVEL 2: MADRIPOOR

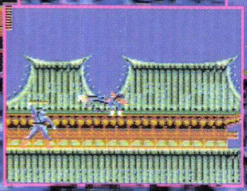
A deadly ninja assassin strike force lies in wait with twirling nunchukas and flying shurikens. Battle Omega Red, whose carbonadium tendrils make any battle difficult to win.

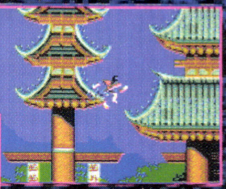




Ninjas will stop at nothing to destroy you.

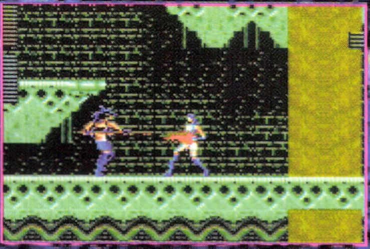
Even the rooftops aren't safe from assassins.



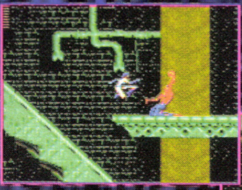


Jump on different buildings in order to escape.

LEVEL 3: MADRLOCK TUNNEL

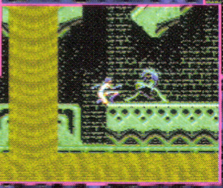


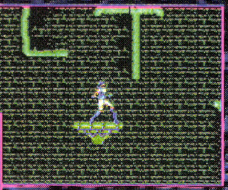
Look out for the Morlocks in this level, plus watch for slippery ledges and disastrous toxic sewage waste. Beware of Callisto and her deadly power staff. Only the best skills can save Storm.



Dodge the barrage of attacks from Callisto's men.

Enemies will hit you into the sewage waste.

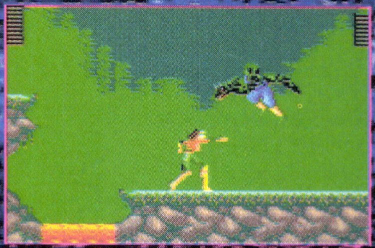


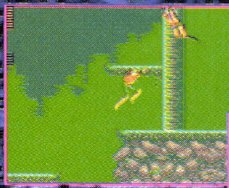


Ride on the platform to avoid the toxic sewage.

LEVEL 4: SAVAGE LAND

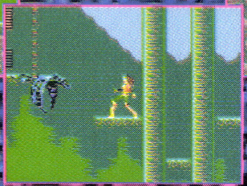
Battle a tribe of bloodthirsty Leopardmen while trying to escape from prehistoric giant bees. Also, conquer a squad of pterodactyls as you go against the Boss Sauron to free Iceman.

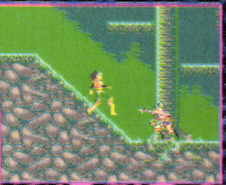




The Leopardmen will try a jump attack on you.

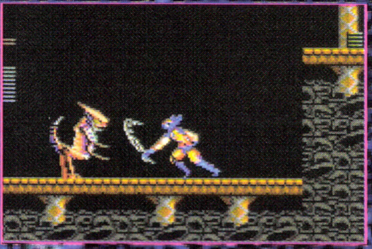
Watch out for this dragon's Air Attack.



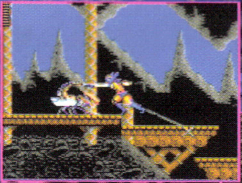


Get in close to defeat the Leopardmen.

LEVEL 5: BROOD CAVE

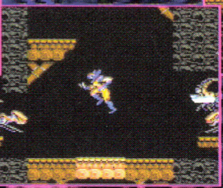


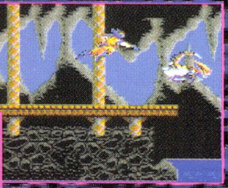
One of the most terrifying races humanity has ever faced, the Brood enemies protect the Queen with mutant-shredding weapons. The Queen won't release Psylocke without a fight.



The Queen's drones are in the caves.

Jump on this pillar to work your way to the Boss.

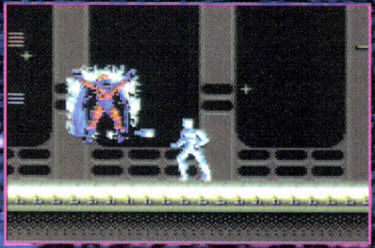


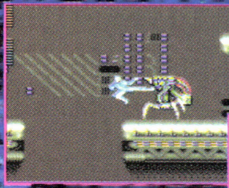


It's best to attack the Drones from behind.

LEVEL 6: AVALON

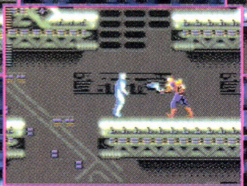
Magneto's asteroid stronghold is a maze of hidden corridors, patrolled by the evil super-villains, Acolytes and robots. This is your last chance to save all of mutantkind.

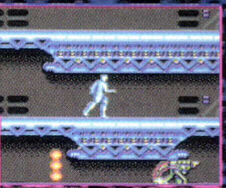




Destroy the robots, before they shoot flames.

Use your weapon to get through the maze.





This level will take some time to find the Boss.

GROUND ZERO, TEXAS

MACHINE	SEGA CD
PUBLISHER	SEGA
AVAILABLE	DECEMBER
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	75%

OPTIONS

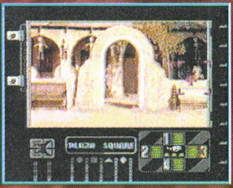
From the preliminary screen shots we were able to obtain, it is impossible to ascertain exactly what options will be available at production time.

ORIGINS

Similar to Sewer Shark in look, Ground Zero, Texas has digitized screens. The play mechanism of switching between areas is similar to Night Trap. The overall game is a shooter along the lines of Mad Dog McCree or Lethal Enforcers.

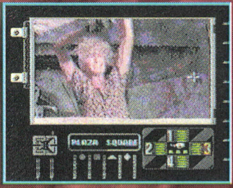
STORY

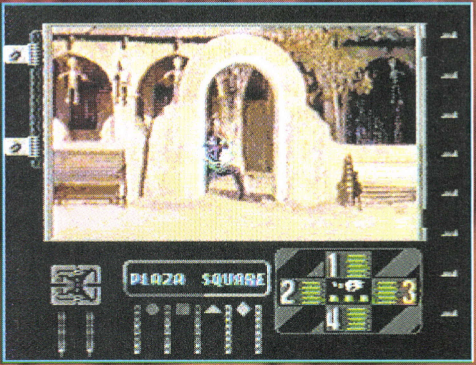
The story is about a group of aliens taking over a small Texas town. Using live actors and action sequences, you protect groups of people while shooting the "bad guys." If you fail, the prisoners become aliens and add to your enemies' growing army! You also have to rescue agents.



VIEWS:

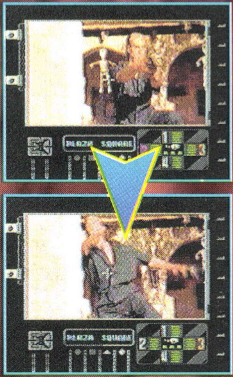
During the game, the view through the window will change. For the most part, it will show a faraway shot initially and then zoom in when the action is about to take place.



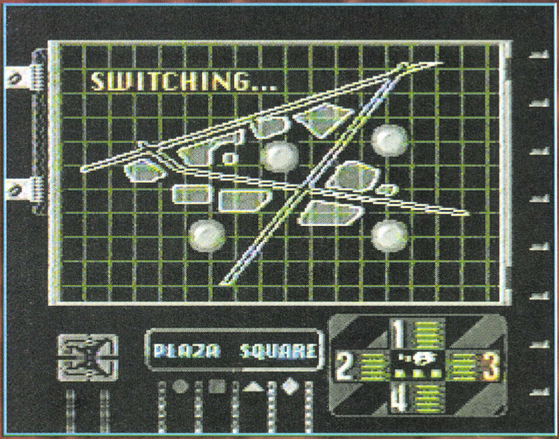


READY, AIM, FIRE!

The enemies can pop up from anywhere, including the peaceful areas. Always be on your guard! To waste your target, place the white crosshairs on your enemy. When it turns red, you're locked, so shoot and blow the bad guy away.

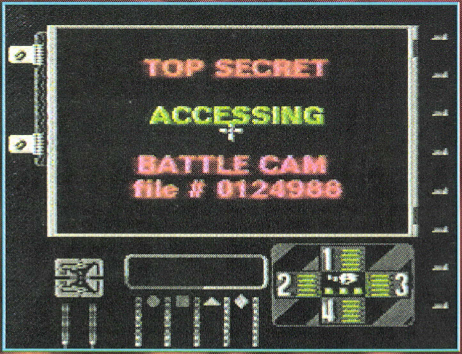


GROUND ZERO, TEXAS



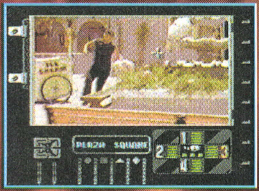
CAMERAS:

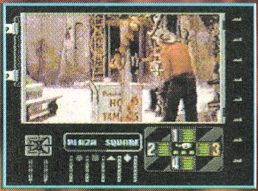
The cameras are your main means of spying on the townsfolk. Using the main area grid (LEFT), you pick a place that you want to check out. Sometimes, action is occurring there, while at other times, there could be nothing going on. You are in charge of the entire town and can switch areas at will.


TOP SECRET

ACCESSING

BATTLE CAM
file # 0124988





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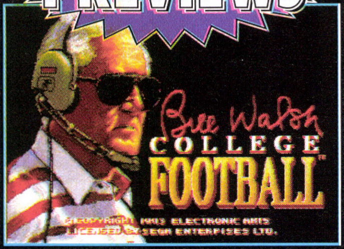

Bill Walsh
COLLEGE
FOOTBALL
©COPYRIGHT 1993 ELECTRONIC ARTS
LICENSED BY SEGA ENTERPRISES LTD.

MACHINE	SEGA CD
PUBLISHER	ELECTRONIC ARTS
AVAILABLE	DECEMBER
THEME	SPORTS
MEGABITS	CD-ROM
PLAYERS	1 TO 4
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	95%

OPTIONS

LOTS, LOTS and LOTS. There is a whole section of digitized video dealing with Col-F-Ball and also other features that have been improved from previous games.

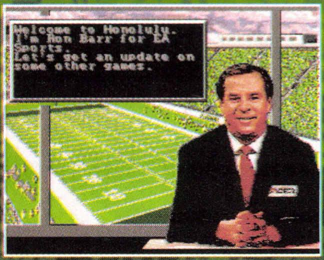
ORIGINS

Definitely a derivative of the Madden series. This one takes all those fine features and combines them with the college stats and players we have seen through the years. Lots of ideas in Madden are brought out in detail in this game.

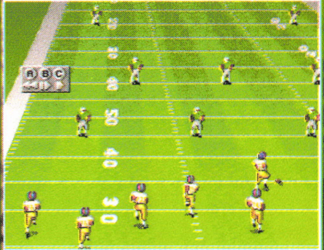
STORY

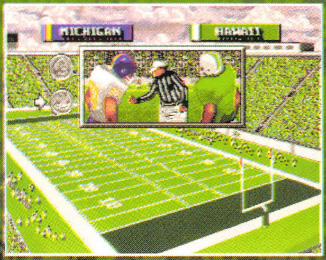
Bill Walsh, former coach of the San Francisco 49'ers, is a three time Super bowl Champion and recent inductee in the Professional Football Hall of Fame. He retired from football in 1989 and went to work for NBC.He recently came out of retirement to coach the Stanford Cardinals.

BILL WALSH COLLEGE FOOTBALL


Welcome to Honolulu. I'm Ron Barr for EA Sports. Let's get an update on some other games.

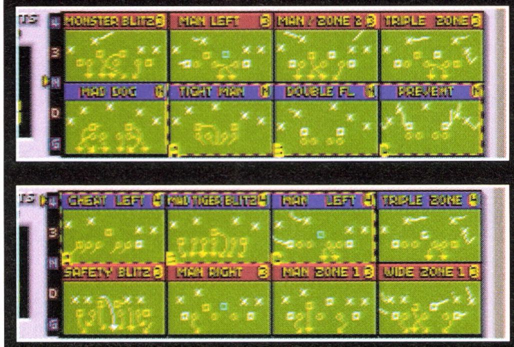
Announcers give you updates throughout the game.


There's a multi-directional instant replay camera!

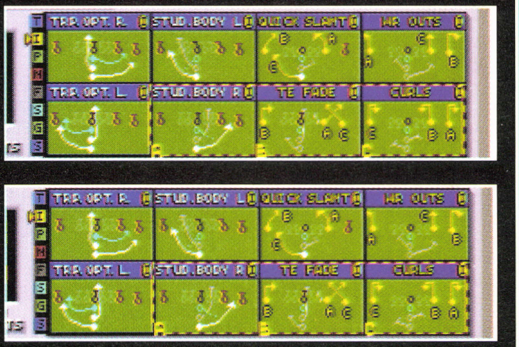

MICHIGAN
HAWAII
The ever popular coin toss will determine the beginning.

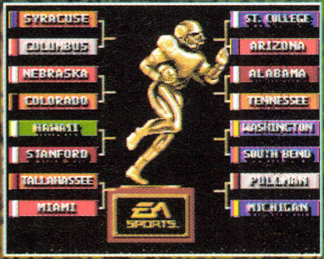
PLENTY OF PLAY OPTIONS FOR COMPLETE CONTROL

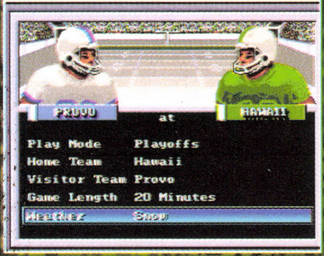
OFFENSIVE PLAYS


MONSTER BLITZ
MAN LEFT
MAN / ZONE 2
TRIPLE ZONE
MAD DOG
TIGHT MAN
DOUBLE FL
PREVENT
GREAT LEFT
MAD TIGER BLITZ
MAN LEFT
TRIPLE ZONE
SAFETY BLITZ
MAN RIGHT
MAN ZONE 1
WIDE ZONE 1
Tons of offensive plays exist to really give a massive variety to this type of game play!

DEFENSIVE PLAYS


TRP. OPT. R
STUD. BODY L
QUICK SLANT
WR OUTS
TRP. OPT. L
STUD. BODY R
TE FADE
CURLS
There are also an equal amount of defensive plays to execute on the field.


SYRACUSE
COLUMBUS
NEBRASKA
COLORADO
HAWAII
STANFORD
TALLAHASSEE
MIAMI
ST. COLLEGE
ARIZONA
ALABAMA
TENNESSEE
WASHINGTON
SOUTH BEND
PULLMAN
MICHIGAN
EA SPORTS
The seasons and plays can last for a long time.

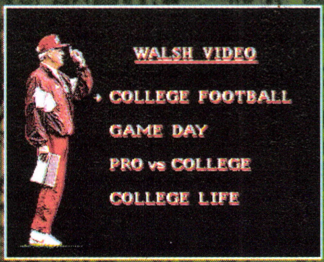

PROVO at HAWAII

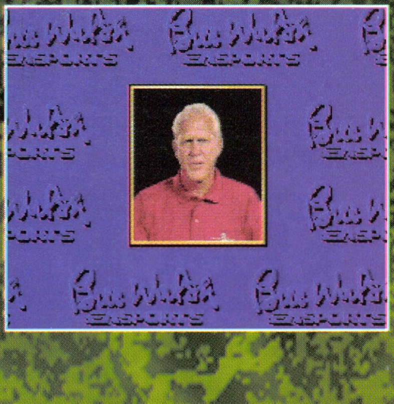
Play Mode Playoffs
Home Team Hawaii
Visitor Team Provo
Game Length 20 Minutes
Weather Snow

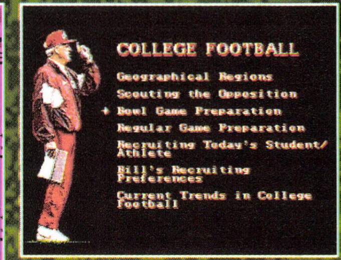
Choose from a whole roster of teams and other stats.

EA SPORTS
30
LOADING PLEASE WAIT
Other features exist that are not in the cart versions.

SEE AND HEAR BILL GIVE HIS OWN ADVICE ON CF-BALL!


WALSH VIDEO
COLLEGE FOOTBALL
GAME DAY
PRO vs COLLEGE
COLLEGE LIFE
The Walsh video portion has four main topics...


Bill Walsh
EA SPORTS


COLLEGE FOOTBALL
Geographical Regions
Scouting the Opposition
Bowl Game Preparation
Regular Game Preparation
Recruiting Today's Student/Athlete
Bill's Recruiting Preferences
Current Trends in College Football
. . . each one having its own number of sub-topics.

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SEGA
MENACER
POWER CLUTCH SG

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play any 16-bit game you want with this line-up: Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and Panasonic 3DO (not shown). Get all four or trade the ones you don't want for CA$H! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!)!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

				S	___	MYSTERY
	E				___	
E	N	T	R	Y	W	
	T				___	WORD
				M	___	

WORD LIST and LETTER CODE chart

ENTRY	W	CHASE	G	WINGS	P	STORM	E
MAJOR	H	MICRO	M	DREAM	R	NINJA	B
METER	F	QUEST	O	TURBO	T	RULER	S
RANGE	A	TOWER	J	FLINT	U	HEAVY	Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes! ENTER ME TODAY, HERE'S MY ENTREE FEE:

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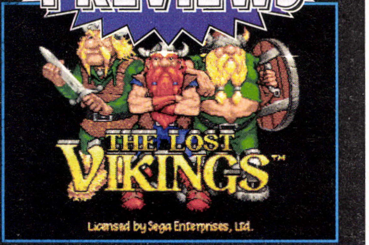

THE LOST VIKINGS™
Licensed by Sega Enterprises, Ltd.

MACHINE	GENESIS
PUBLISHER	INTERPLAY
AVAILABLE	JANUARY
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	43
% COMPLETE	90%

OPTIONS

In The Lost Vikings, you can turn the music and sound effects on or off. Plus, there is a One- or Two-player Option, but the Password Feature is what makes the game.

ORIGINS

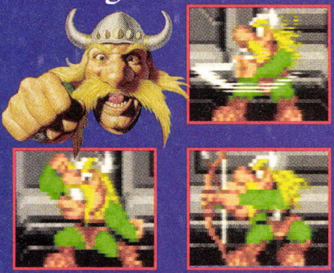
Interplay's The Lost Vikings is almost identical to the Super NES version. Bringing you the same great graphics and game play, these make The Lost Vikings one of the best puzzle games to come to the Sega Genesis system.

STORY

In The Lost Vikings, you take control of three daring Vikings as they plan their escape from a U.F.O. However, they find themselves tossed into a different time era each time they open a new door. Erik, Baleog and Olaf need your help to escape and return home to their women.

THE LOST VIKINGS

Baleog the Berserker



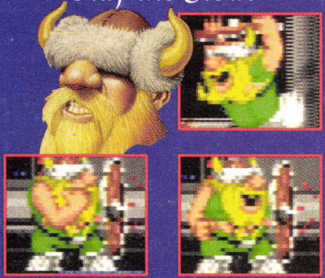
Know your Viking

BALEOG- He can shoot arrows and use a sword to attack enemies.

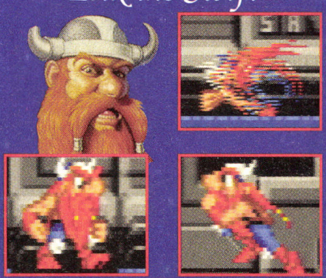
OLAF- He is the defensive one. He can use his shield to block any attack.

ERIK- He can jump and can crumble walls.

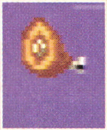
Olaf the Stout



Erik the Swift



USEFUL ICONS

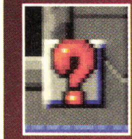


FOOD- Grab this icon to increase your health meter.

METER- Increase your life meter by one.

BOMB- Use to blow up key areas in the levels.

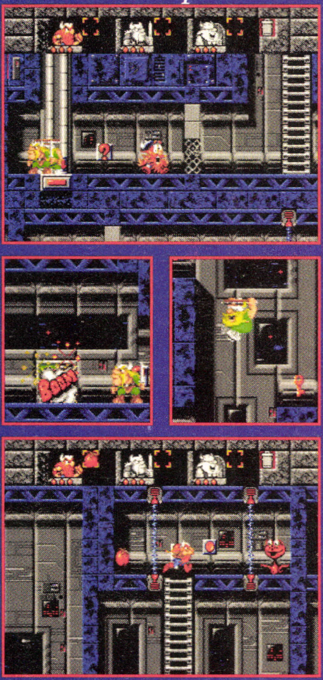
ANTI-GRAVITY BOOT- Sticks you to the walls.



QUESTION- This item will offer advice when needed.

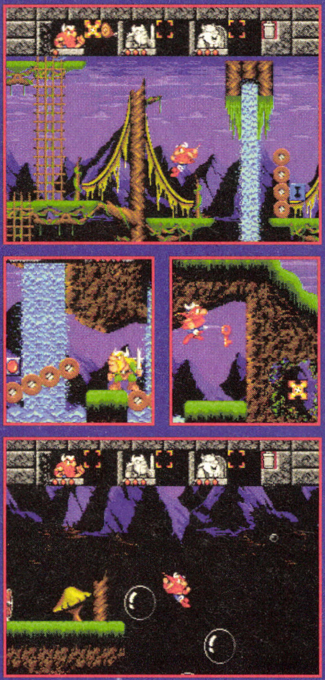
X-WEAPON- Wipes out the enemies on the screen.

Outer Space



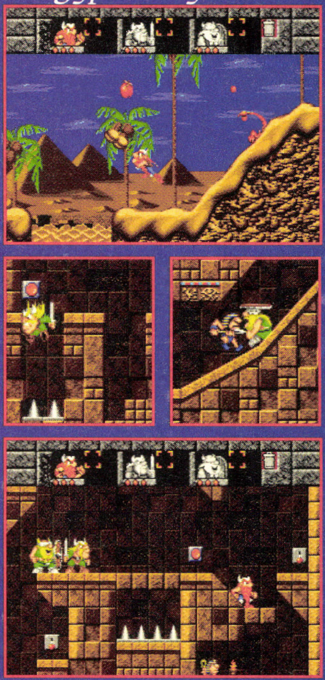
Throughout the four stages that comprise the U.F.O. level, there are plenty of challenges awaiting the Vikings.

Prehistoric Time



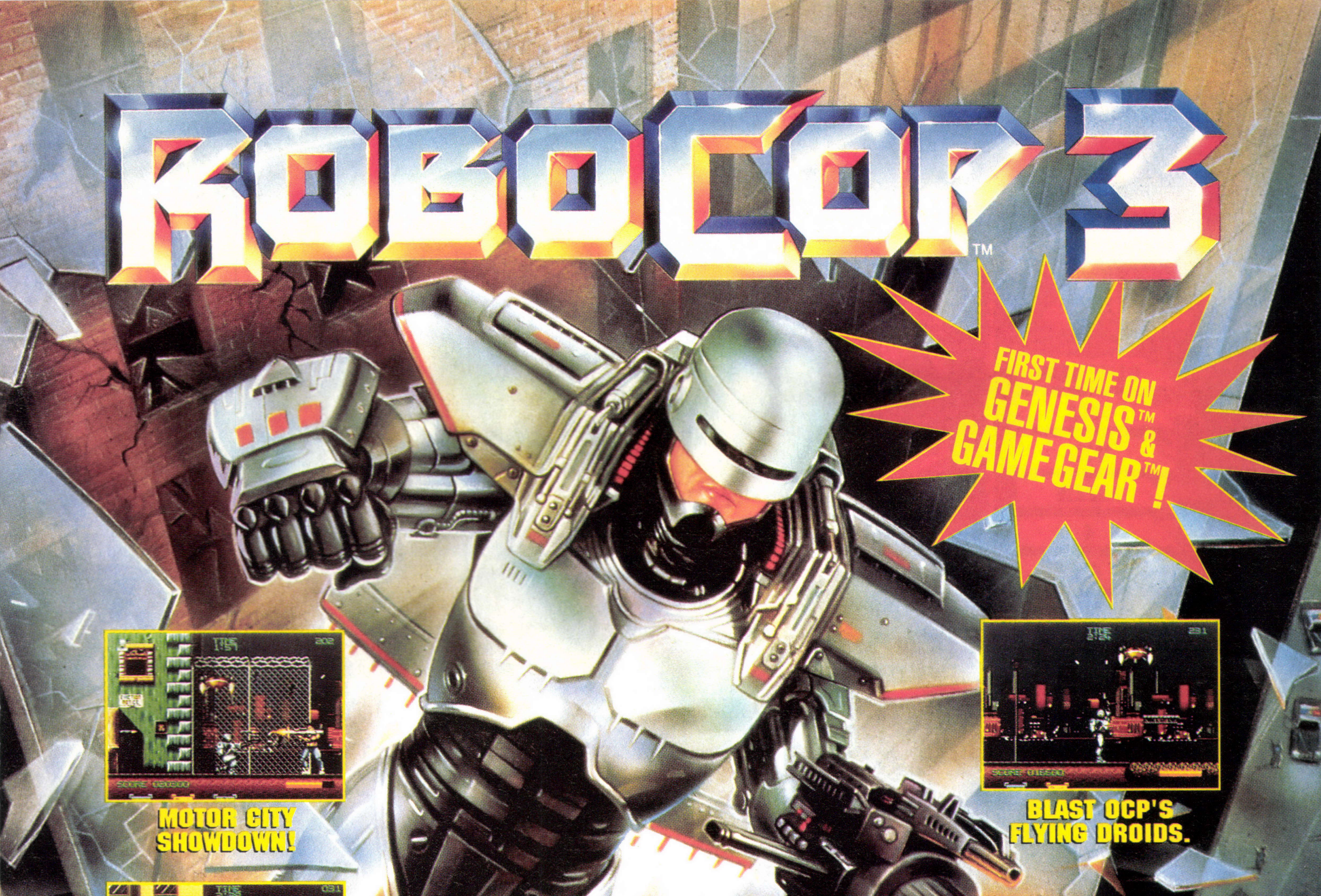
The Vikings travel back to a prehistoric time, where they have to fight their way past ancient monsters.

Egyptian Pyramids



Inside the Egyptian pyramids, Pharaohs have set many booby-traps that await the Vikings' every move.

ROBOCOP 3™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Dr. Robotnik's
PRESS START BUTTON
Mean Bean
Machine
© 1993 SEGA
© 1993 COMPILE

MACHINE	GAME GEAR
PUBLISHER	SEGA
AVAILABLE	NOW
THEME	PUZZLE
MEGABITS	4
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	13
% COMPLETE	95%

OPTIONS

Use your buttons to control the rotation of the beans. By pressing “down” on the control pad, you can drop the beans at a higher rate of speed.

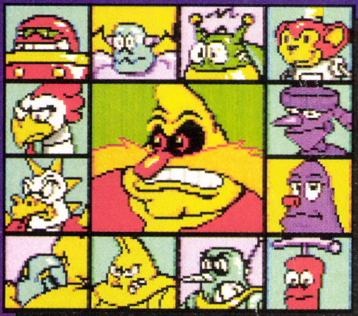
ORIGINS

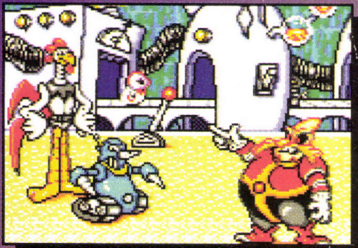
Dr. Robotnik's Mean Bean Machine will make a lot of Tetris players happy. With three Modes of play, not including a Game Gear-to-Game Gear Option, Dr. Robotnik is a welcome addition to the GG family. If you like puzzles, go for it!

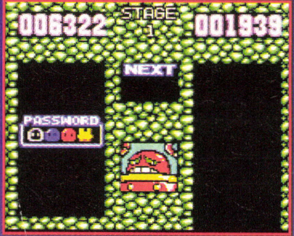
STORY

The object of the game is simple: drop the colored beans and group them into fours. Sounds pretty easy, huh? Not really. Develop a good strategy for grouping the different colors early on and you should be okay. Be prepared for the clear beans to drop, because they'll block your move!

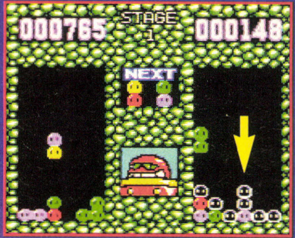
WANTED: DR. ROBOTNIK AND HIS EVIL MINIONS!



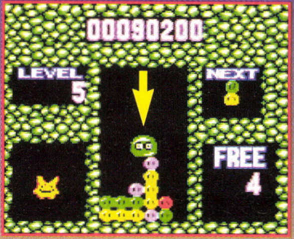



006322
STAGE 1
001939
NEXT
PASSWORD

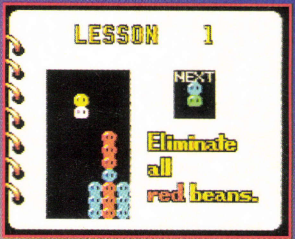
At the end of each round, you get a secret password.


000765
STAGE 1
000148
NEXT

The see-through beans (right) can throw you off.


00090200
LEVEL 5
NEXT
FREE 4

These green guys will eat through all of your beans.


LESSON 1
NEXT

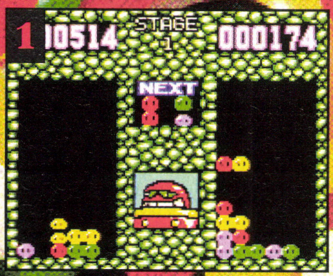
Eliminate all red beans.

The Puzzle Mode will really make you think.

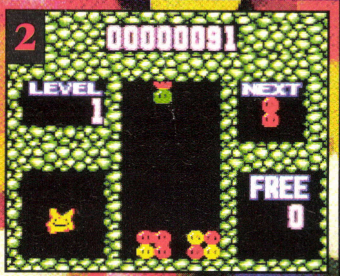
DR. ROBOTNIK'S MEAN BEAN MACHINE

PICK YOUR GAME!

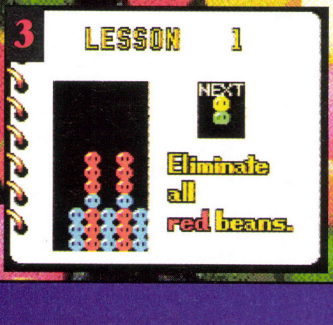
1


10514
STAGE 1
000174
NEXT

2

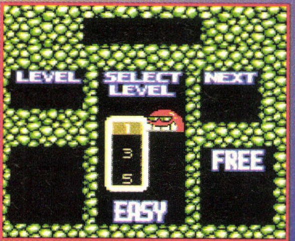

00000091
LEVEL 1
NEXT
FREE 0

3

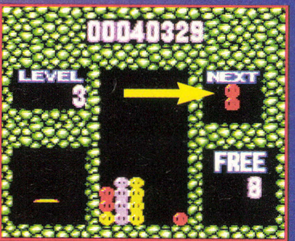

LESSON 1
NEXT

Eliminate all red beans.

Scenario Mode (1) is a standard game against a computer opponent. Exercise Mode (2) lets you practice your skills. Puzzle Mode (3) gives you specific assignments for each level. There is also a Two-Player Mode available!


LEVEL
SELECT LEVEL
NEXT
FREE
EASY

In Exercise Mode, you can pick the level of difficulty.


00040329
LEVEL 3
NEXT
FREE 8

This handy window shows the next group to drop.

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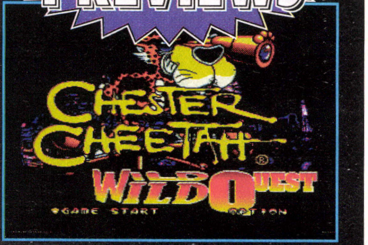


MACHINE	GENESIS
PUBLISHER	KANEKO
AVAILABLE	DECEMBER
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	EASY
LEVELS	10
% COMPLETE	100%

OPTIONS

You can change the run and jump button configuration, as well as the difficulty settings. You can also listen to the different music and sounds with Chester's band.

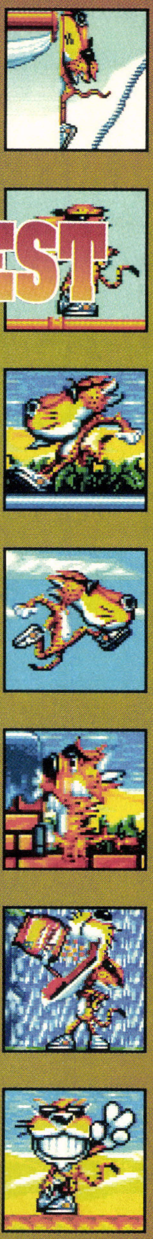
ORIGINS

This new cart is similar to the first Chester Cheetah game. The game play and theme goes in the same direction. This time you have to collect pieces of a map. More crazy animations and Bosses make this different from its predecessor.

STORY

Chester's back and Mean Eugene obviously has something to do with it. Chester must travel all over the country in search of a map that Eugene has scattered in many pieces. Along the way, he will endure pigs, skaters, pirates and other enemies intent on stopping him—for good.

WILD QUEST



PICK UP ITEMS ON THE WAY

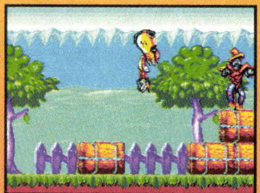
CHEETOS PAW
The bigger the paw, the bigger the points.

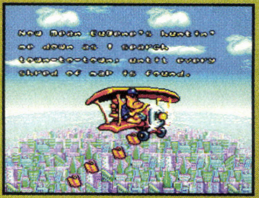
CHEETOS BAG
Chester will eat it to give you a second life.

MAP
You will need this to finish the stage.

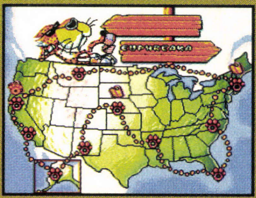
BONUS POINTS
Collects these icons to increase your points.

Some of the items are easy to find and some are not . One way to find items is by jumping up to see if there is anything above you.

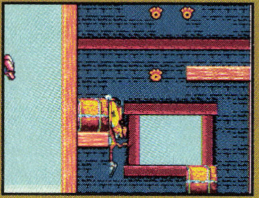




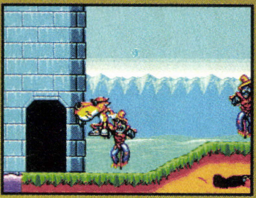
Mean Eugene rips up the map and scatters the pieces all across the country.



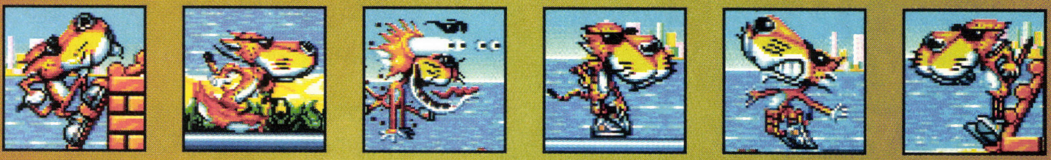
After clearing a stage, you will be able to select where you want to start next.



To get to the higher places, try jumping and then hang on the platforms.

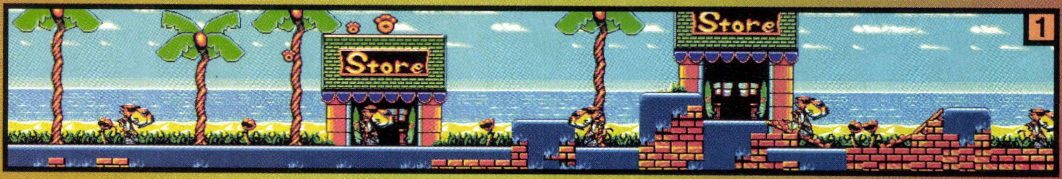


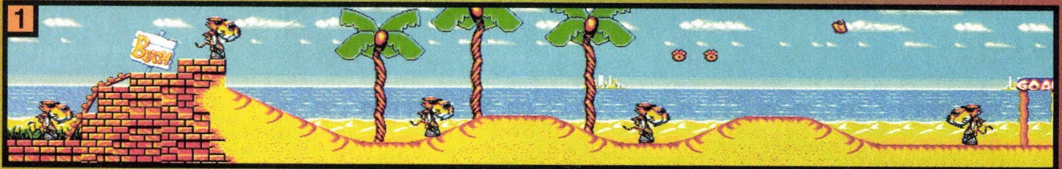
Surprise! Get rid of the scarecrows by jumping and landing on top of them.



EUPHREAKA

Put on the shades and sandals, then head for the beach. Watch out for the giant killer crabs and condors flying over head.





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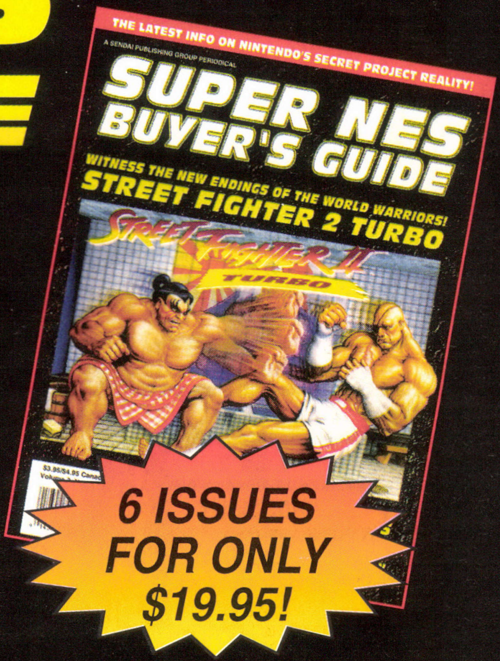
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GENESIS

MEGA FILE

NFL FOOTBALL '94
STARRING JOE MONTANA
SEGA SPORTS
© 1993 SEGA
© 1993 NFL
© 1993 NFLPA

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	SPORTS
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

NFL '94 does an excellent job when it comes to options. You can literally design the game to your liking and can even switch views and flip plays while playing. Cool!

ORIGINS

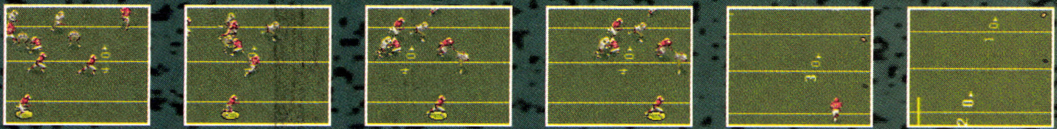
NFL '94 is very much like the previous Joe Montana football games in terms of game play. But with the new stats and the real players, NFL '94 stands alone as being an incredibly awesome football game.

MEGA REVIEW

It isn't the easiest thing breathing new life into the old football genre. Yet, this game gives a new vision with the different views and other options! There isn't anything here to convert people who despise video sports games, but it will make a decent addition to any sports game library.

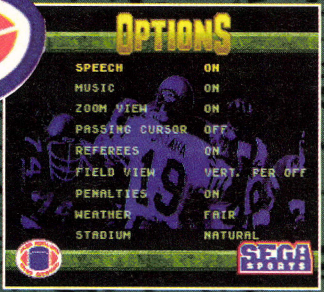
81%

- Mike Weigand



NFL FOOTBALL '94

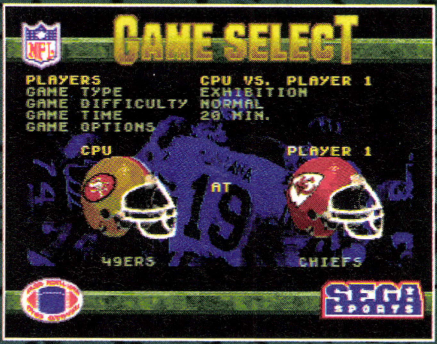
STARRING JOE MONTANA



SPEECH ON
MUSIC ON
ZOOM VIEW ON
PASSING CURSOR OFF
REFEREES ON
FIELD VIEW VERT. PER OFF
PENALTIES ON
WEATHER FAIR
STADIUM NATURAL

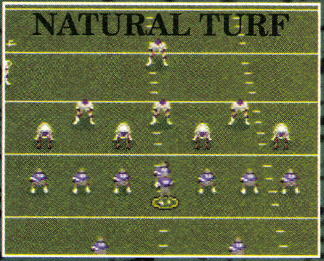
At the Options Screen, many adjustments can be made, such as speech and music. You also can also choose to have penalties, referees and a zoom view. These are just a few of the options that are available to suit the individual's tastes of each player.

At the Game Select Screen, there are many options that are available to suit even the pickiest of football fanatics out there. To start with, there are eight different Player Modes to choose from including: a very unique coaching feature, three difficulty settings and the option to play between a 20, 40 or 60 minute game. You can also pick any one of the 28 NFL teams in an Exhibition Game or choose League Play and start in the '91, '92 or '93 seasons.

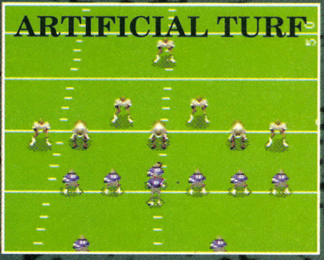


PLAYERS CPU VS. PLAYER 1
GAME TYPE EXHIBITION
GAME DIFFICULTY NORMAL
GAME TIME 20 MIN.
GAME OPTIONS

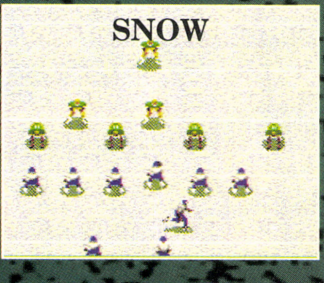
Last but not least, in the Options Mode, you can choose between three different stadium preferences: Natural, Artificial and Domed. Also decide whether to play in the drizzling rain or a blustery snowstorm. Check it out!



NATURAL TURF



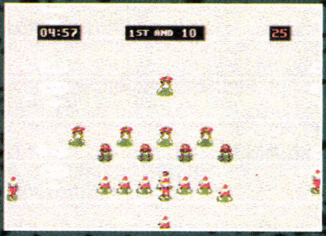
ARTIFICIAL TURF



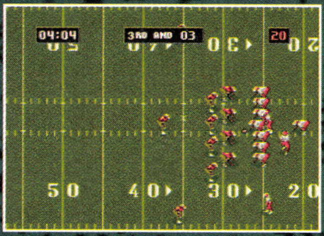
SNOW

VIEW MODES

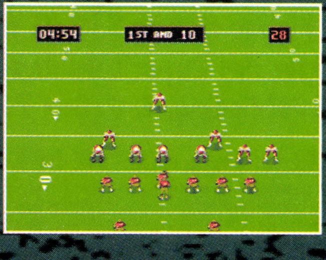
VERTICAL



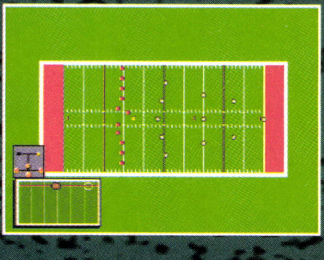
HORIZONTAL

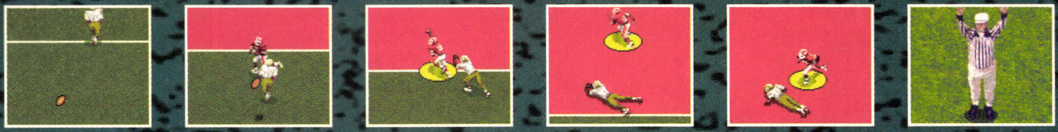


VERTICAL PERSPECTIVE

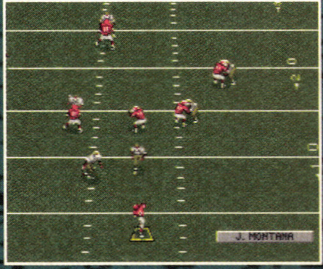


BLIMP

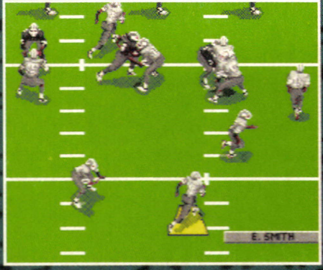




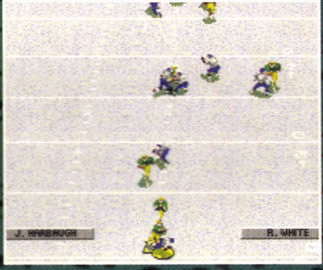
Finally, what we've all been waiting for—Joe Montana's NFL Football '94. This game features all 28 teams with the real players, their numbers and the ability to keep not only game stats, but team and player stats as well. Check out the pictures of the masters of the gridiron!



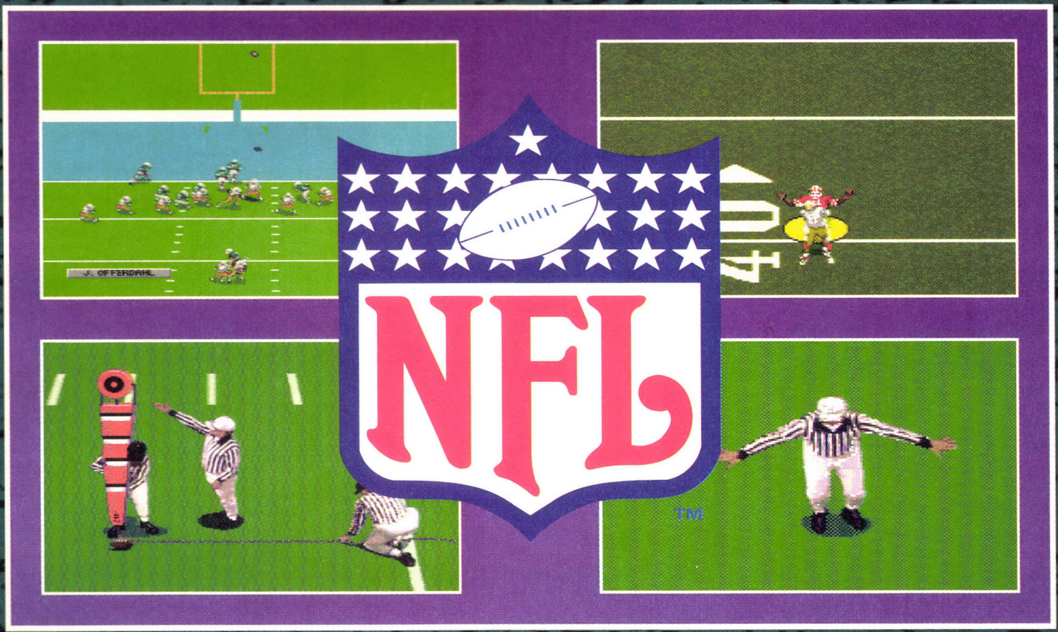
Joe Montana



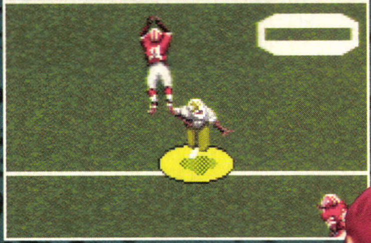
Emmet Smith



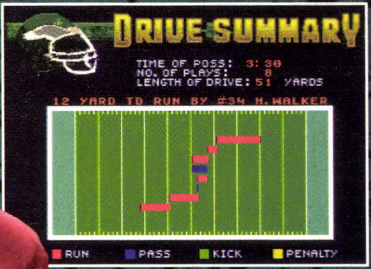
Reggie White



The computer now makes diving catches in NFL '94.



If you're into stats, then NFL '94 is the game. It's loaded with them!



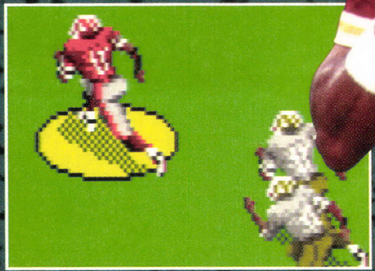
DRIVE SUMMARY

TIME OF POSS: 3:30
NO. OF PLAYS: 8
LENGTH OF DRIVE: 51 YARDS

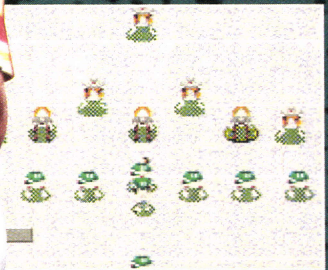
12 YARD TD RUN BY #34 H. WALKER

🟥 RUN 🟦 PASS 🟩 KICK 🟨 PENALTY

One of the new features of '94 is a Special Speed Burst.



Miami battles Tampa Bay in a blizzard! Only on Sega.



GENESIS

STORY

If a football simulator is what you're looking for, then NFL '94 is your game. With the Play Options and the ability to coach a team through the league, NFL '94 starring Joe Montana is American football at its best.

GRAPHICS

MIKE 80%
HOWARD 82%

Multiple views show off the graphics and the zooming effect gives you a good close-up.

AUDIO

MIKE 83%
HOWARD 80%

The speech is pretty much the same as last time and can get bothersome, but it has good quality.

CONTROL

MIKE 87%
HOWARD 85%

The control is as precise as any good football game can hope to get. Plays come off well.

GAME PLAY

MIKE 85%
HOWARD 90%

Eight different ways to play give this a new meaning. Also, there are tons of options during the games.

MEGA REVIEW

88%

This cart has more options than you can imagine. Eight different ways to play (including a Coach Mode) give this one extra long lasting value. Real stats and figures for players, like Emmet Smith, etc., give it a very realistic feel. Great graphics and control! The only thing it could use is a T.D. cinema.

- Howard Grossman

SEGA CD

MEGA FILE

LUNAR™
THE SILVER STAR

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LICENSED BY SEGA ENTERPRISES,LTD.

PUBLISHER	WORKING DESIGNS
AVAILABLE	DECEMBER?
THEME	RPG
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	95%

OPTIONS

It's an RPG. There are plenty of options that exist to help out the ease of play. There is a save feature utilizing the back-up RAM of the CD system and other features.

ORIGINS

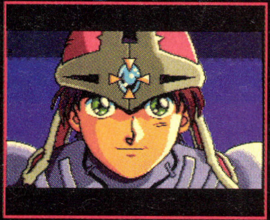
To make a long story short, this title was one of the first Mega-CD titles to come out nearly two years ago. The popular demand for this title has always been very high, so Working Designs took the initiative and brought this game to the States.

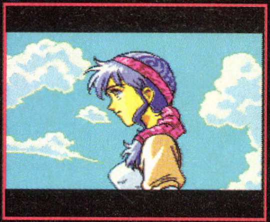
MEGA REVIEW

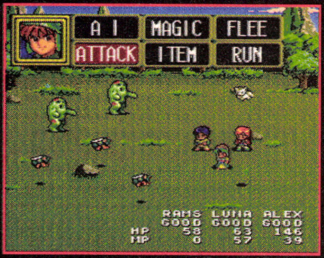
80%

For Sega CD, this game is sorely needed. The quest is huge, and the voice digitization is excellent. If you are not a fan of RPGs you probably won't enjoy it, but others will definitely want to give it a look. One of the few problems with the game, however, are the battle scenes, which are weak. Otherwise a good game.

-Mike Weigand





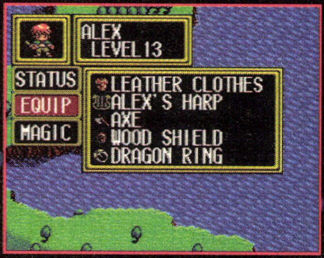


A I | MAGIC | FLEE
ATTACK | ITEM | RUN

```
    RAMS LUNA ALEX
    GOOD GOOD GOOD
HP    58   63  146
MP     0   57   39
```

Select what you want to do from the action menu.

Special
Items!

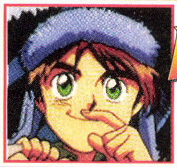


ALEX
LEVEL 13

STATUS
EQUIP
MAGIC

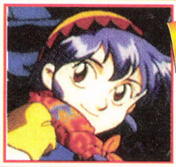
LEATHER CLOTHES
ALEX'S HARP
AXE
WOOD SHIELD
DRAGON RING

You can also equip your party or save in the fields.



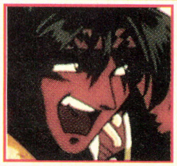
Alex

Being a Dragonmaster like his hero is all this guy wants out of life.



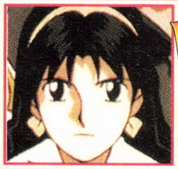
Luna

Being able to sing magical songs gives Alex's sweetheart a really good edge!



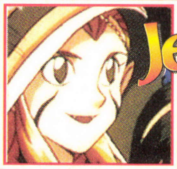
Kyle

This man's swordsmanship is as strong as his feelings for Jessica.



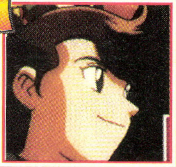
Mia

Here is another powerful magician who really gets annoyed by Nash.



Jessica

An apprentice for a Shaman, this woman possesses healing skills.



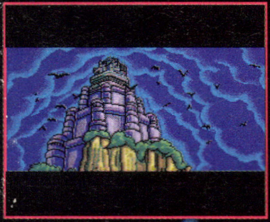
Nash

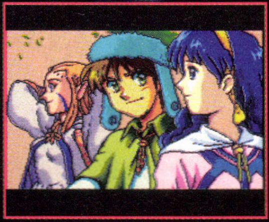
A magician who is over-confident and is constantly trying to impress Mia.

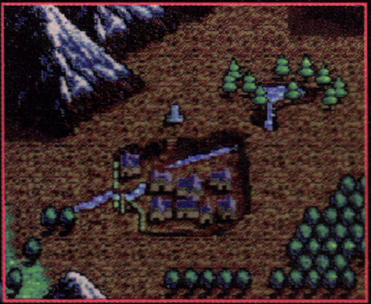
The heroes of legend can leave a lasting mark upon history. But for one single young man, it is the sign of destiny, a call to adventure and a chance to honor those who have fallen before him so that he and others like him may live!

LUNAR

THE SILVER STAR

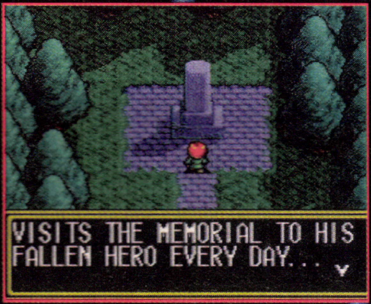






In The Beginning...

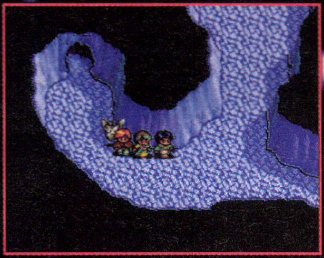
The game starts with the story of a brave warrior who came to the land to defeat the vile black dragon. However, in the final conflict, the warrior was struck down and died. It is this story that Alex is so fascinated with.

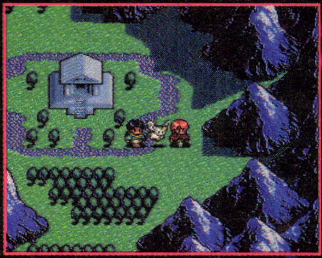


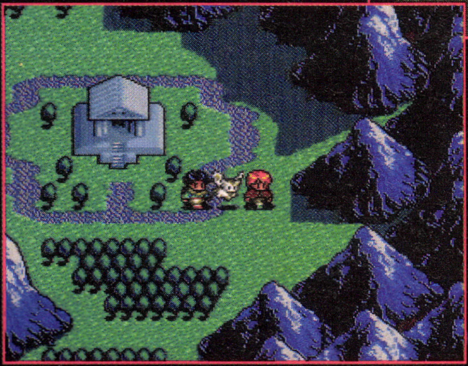
VISITS THE MEMORIAL TO HIS FALLEN HERO EVERY DAY...

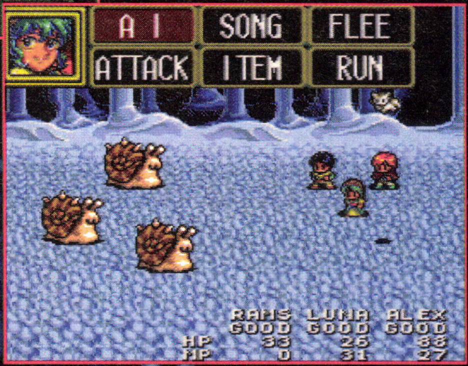
Many places to go! Explore to your heart's content!

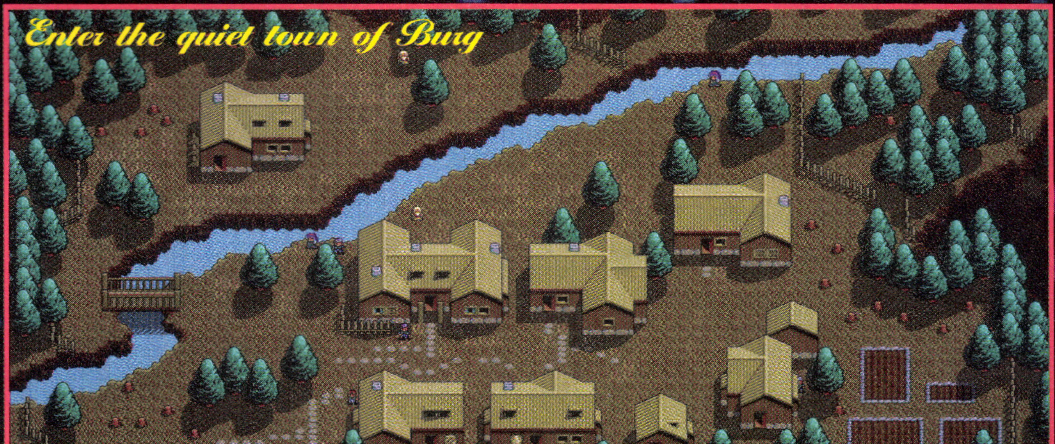
Here are some shots of places you'll find on the way.











Enter the quiet town of Burg

SEGA CD

STORY

You play the part of Alex, a warrior who is fascinated by the adventures of an old man who once tried to save the land from the ever impending doom of the black dragon. You must guide him to success.

GRAPHICS

MIKE	81%
HOWARD	86%

The graphics are very colorful and there are a variety of places to visit and enemies to destroy.

AUDIO

MIKE	85%
HOWARD	88%

It's on CD—go figure. All of the music is totally symphonic and the voice dubbing is done very well.

CONTROL

MIKE	75%
HOWARD	81%

The battle sequences are different from other RPGs, so you'll need to get used to them.

GAME PLAY

MIKE	80%
HOWARD	83%

There is a magnificent story behind this game and enough humor to keep you extremely entertained.

MEGA REVIEW

86%

The Sega CD has been hurting for an RPG for more than a year. Lunar has arrived with an awesome story, and unique anime flair many Japanimation fans will love. The CD soundtrack adds intensity to the story and battle scenes. I just didn't like the random attacks in the battle scenes too much.

- Howard Grossman

SONIC CD
THE HEDGEHOG
PRESS START

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	60
% COMPLETE	95%

OPTIONS

Any button will make Sonic jump. There is a Regular Game and Time Attack Mode as well as a function allowing you to save a game you are currently playing.

ORIGINS

Following the huge successes of the first Sonic the Hedgehog and Sonic the Hedgehog 2, the little blue blur goes to CD! This time Sonic is fighting the tenacious Dr. Robotnik, who returns with all types of nasty mechanical devices.

MEGA REVIEW

This is by far the best Sonic adventure to date! The levels are huge, and being able to travel between different time zones just adds to the levels you can explore. Rabid Sonic fans may find the game a little too easy; but for the Sega CD, it is one of the best games available for the system.

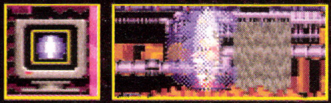
89%

- Mike Weigand

SONIC'S ICONS:

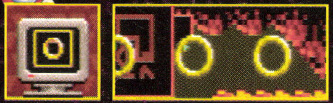
Here are the items Sonic can collect in the game. When you see the item, do a Speed Attack and pop open the container. Veteran Sonic players will recognize these.

SHIELD



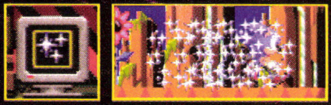
This item allows Sonic to take one hit.

RING BOX



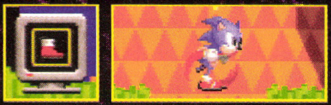
Smash this box open and get 10 gold rings.

INVINCIBLE



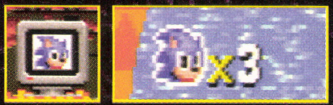
Sonic becomes temporarily invincible.

SPEED SHOES



Get these shoes and Sonic can run super fast.

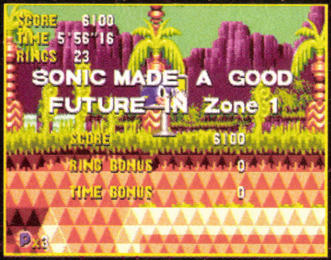
EXTRA LIFE



Grab this item and Sonic gets a helpful 1-Up.

SONIC THE HEDGEHOG CAN EVEN CHANGE THE FUTURE:

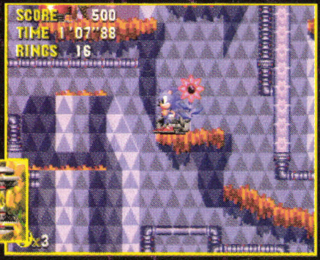
A TALE OF TWO FUTURES:

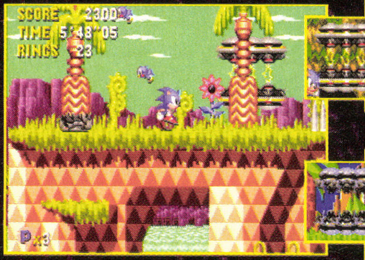

SCORE 6100
TIME 5'56"16
RINGS 23
SONIC MADE A GOOD FUTURE IN Zone 1
SCORE 6100
RING BONUS 0
TIME BONUS 0
x3

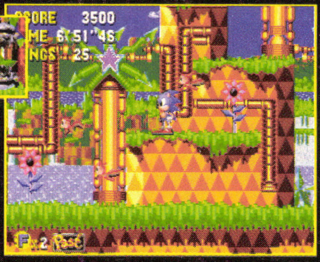
There is a way Sonic can change the future. To do so, first travel into the Past from the Present. While in the Past, destroy the menacing Machine. Travel forward to the Present, then go into the Future from there.

Bad Future:

If Sonic does not destroy the Machine, the future will be a dreary, dismal place.


SCORE 500
TIME 1'07"88
RINGS 16
x3


SCORE 2300
TIME 5'48"05
RINGS 23
x3


SCORE 3500
TIME 6'51"45
RINGS 25
x2
Past

Good Future:

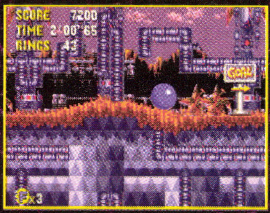
If Sonic does destroy the Machine, the Future will be bright, cheerful and full of joy.

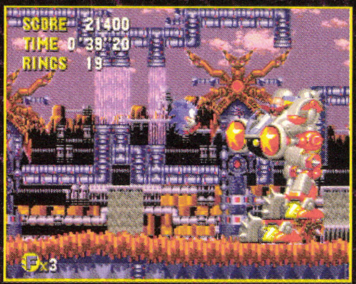
HUGE LEVELS, TAKING PLACE IN THREE TIME ZONES:

ZONE 1: Palmtree Panic

Welcome to the first level! When you finish, you will meet Rosy the Rascal. She has a crush on Sonic and will try to hug and kiss him. To escape her loving intentions, jump.

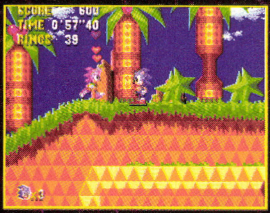
THE FUTURE:


SCORE 7200
TIME 2'00"65
RINGS 43
GOAL
x3

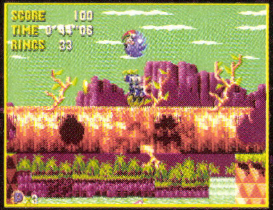

SCORE 21400
TIME 0'39"20
RINGS 19
x3

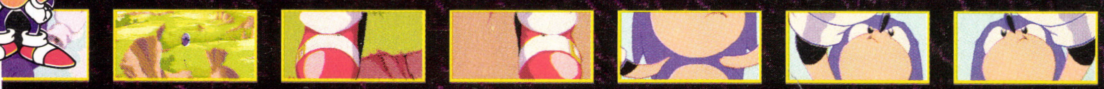
Boss: Robotnik is back! His first method of attack is simple to defeat: wait for him to drop his guard, then smash him to bits. He will explode and run away.

SENT:


SCORE 600
TIME 0'57"40
RINGS 39
x3

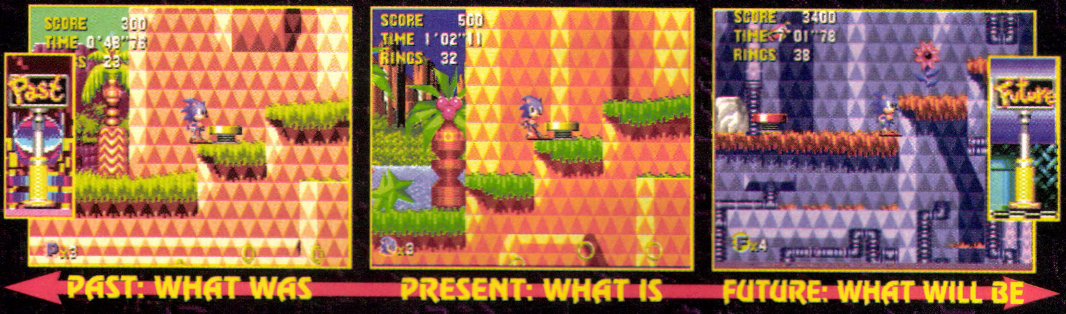
THE PAST:


SCORE 100
TIME 0'44"06
RINGS 33
x3

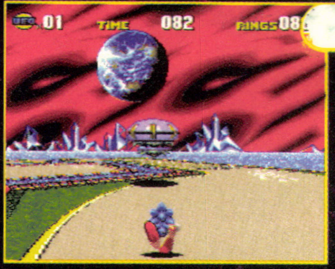


SONIC THE HEDGEHOG IN DIFFERENT TIME ZONES!

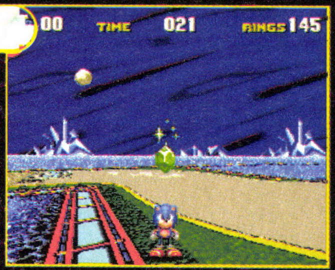
To travel in time, touch one of the two signs and run for a prolonged, unbroken period of time. You will then be transported to that time zone. However, you must start moving fast immediately after you touch that sign.



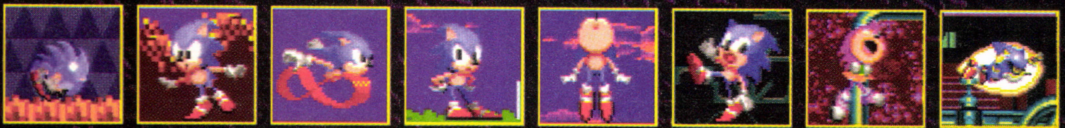
TIME STONES



Like Sonic the Hedgehog 2 for the Genesis, Sonic CD also has a bonus stage. Here, you must destroy all the UFOs within a certain time limit. If you do, you will be rewarded with a valuable Time Stone.

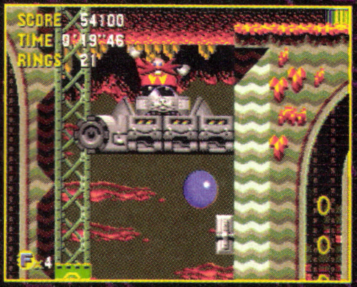


SONIC'S ANIMATIONS: SOME OLD, SOME NEW



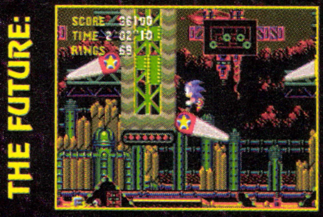
ZONE 2: Collision Chaos

When the Zone starts, one of the first things that will happen is Rosie will be kidnapped by Mecha-Sonic. You won't find Rosie again until the later levels.



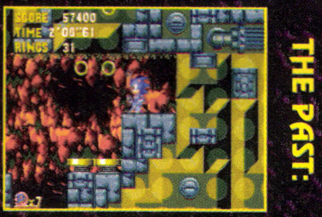
Boss: This is an incredibly easy Boss to defeat. Simply keep jumping up underneath it. This Boss really has no method of attack, so there is no strategy.

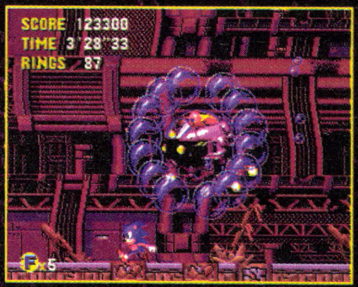
THE PRESENT:



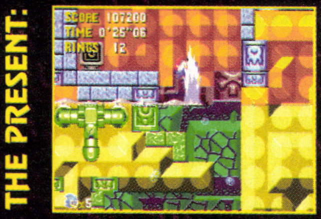
ZONE 3: Tidal Tempest

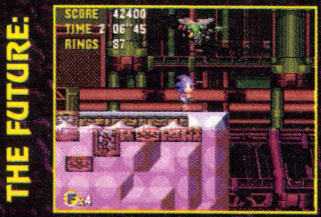
This is an underwater level where Sonic must get the big air bubbles in order to survive. Also beware of strong currents that will push you into deadly spikes.





Boss: Jump at this machine, stealing bubbles off it. When there is enough of a gap, try and hit Robotnik.





STORY

Robotnik is back, but this time Sonic is ready to stop him. Travel through several levels, each with Past and Future Time Zones to thwart the evil doctor's plans. Bring peace back to Sonic's land.

GRAPHICS

MIKE	90%	Very crisp graphics with sharp detail. Some of the backgrounds are visually stunning and add flavor.
HOWARD	90%	

AUDIO

MIKE	89%	The music is excellent, but the sound effects could have been punched up a bit more.
HOWARD	90%	

CONTROL

MIKE	89%	The one-button jump control is simple to master, with a few new Sonic speed attacks!
HOWARD	89%	

GAME PLAY

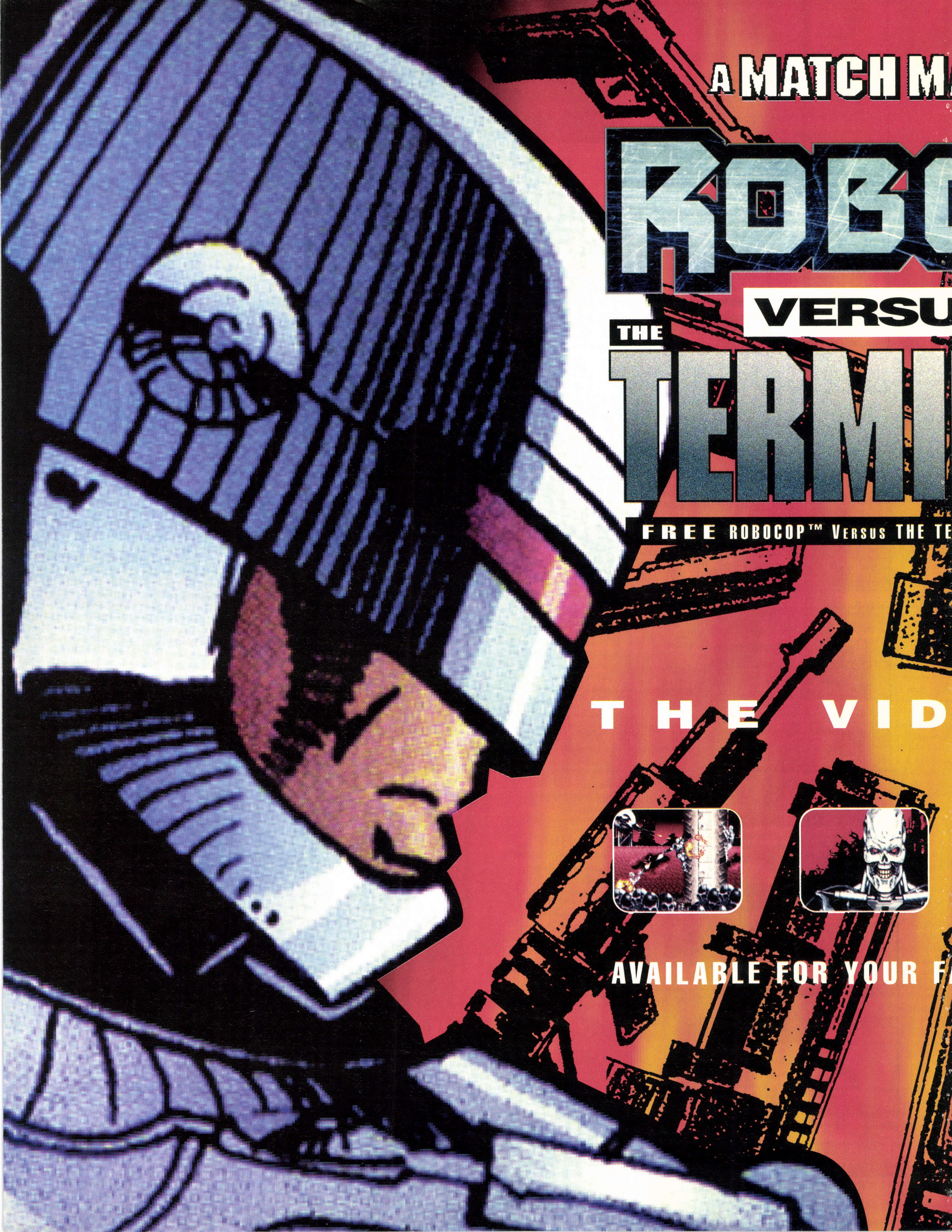
MIKE	88%	There is some slowdown (like getting rings knocked out of you), but it is relatively minor.
HOWARD	88%	

MEGA REVIEW

90%

Definitely the best game for the Sega CD! It's a great new rendition of the familiar Sonic theme. The CD sounds are great and the graphics are super Sonic quality. The only drawback is that the game is a bit easy and ends too quickly. However, there are tons of huge levels. For CD and Sonic, it's number one!

- Howard Grossman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EO GAME
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GAMES

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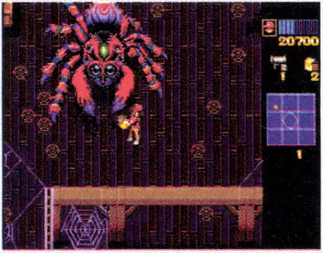
MEGA REVIEWS!!

The Sega Genesis/Sega CD/Game Gear Resource

The Review Crew's pick of the issue!

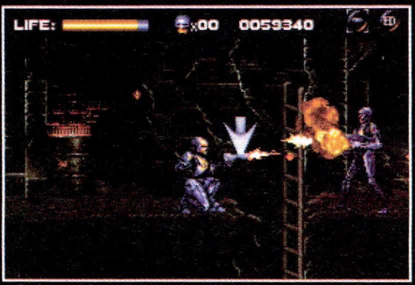
KONAMI'S ZOMBIES ATE MY NEIGHBORS GENESIS



FEATURING

ROBOCOP VS. THE TERMINATOR; ZOMBIES ATE MY NEIGHBORS; REN & STIMPY: STIMPY'S INVENTION; BLADES OF VENGEANCE; TMNT: TOURNAMENT FIGHTERS; TIME KILLERS; NHL '94; PUGGSY; LETHAL ENFORCERS; NINJA WARRIORS; DESERT SPEEDTRAP

ROBOCOP VS. THE TERMINATOR



It's all-out 16-Meg war when two of the toughest cyborgs go head-to-head to determine the fate of mankind! You play as RoboCop and you must destroy the mechanical menaces known only as Terminators. Several weapons to find and huge levels await.

Virgin	Genesis	Action	16 Meg	Now

DAVE **89%**

Geez, what a gore fest! RVT offers solid action with blood flying in every direction. The multitude of weaponry can keep your trigger finger happy for hours on end.

G.O.G. **85%**

I like it. The splatter-punk attitude that this cart has is refreshing. It plays quite well and the game is huge. There are a couple of instant hit sections, but overall a good game.

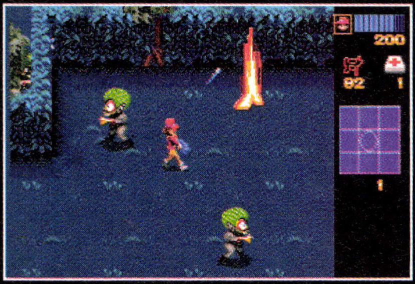
MIKE **84%**

Nice explosions! Finally a cart that does RoboCop justice. Graphics are great and there is a good selection of weapons. Each level is huge and is filled with a good amount of challenge.

BART **82%**

This is the first time the RoboCop character has been done justice! Great sound effects and graphics (along with lots of blood) make this an above average actioneer.

ZOMBIES ATE MY NEIGHBORS



Run for your lives—here come the zombies that ate your neighbors. See if you can survive over 50 levels of zombies, werewolves, vampires, giant spiders and the granddaddy of them all—the deadly Dr. Tongue! Play alone, or with a friend.

Konami	Genesis	Action	8 Meg	Now

DAVE **85%**

This is a cool two-player simultaneous game, but it seems that it can get old rather quickly. The different weapons and huge number of levels really helps the score of this one.

G.O.G. **80%**

I don't know. The idea is great and it plays pretty well; but for some reason, I found this cart a bit too repetitive. If you want a good two-player cart, fine; but alone, naaaaah.

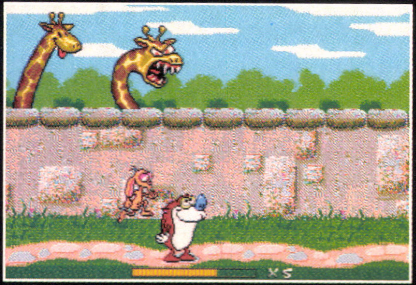
MIKE **90%**

Tons of icons and levels will keep you playing for days. Each level has a unique and hilarious theme from the classic monster movies. One-player is fun, but two-player is a blast!

BART **90%**

I prefer this screen layout to the Super NES version. You should use the new 6-button controller, because there are lots of items to collect and use during the game. A great action cart.

REN & STIMPY: STIMPY'S INVENTION



Stimpy has an invention and he needs parts! After drafting his friend Ren, the two are off to get the parts for their machine. This is for one or two players, where you must work with your partner in order to survive. Happy, Happy! Joy, Joy!

Sega	Genesis	Action	8 Meg	December

DAVE 91%

This game is an absolute riot! Everything that makes the cartoon so cool is here. The levels are long, but the game itself is too easy. Don't try playing it with two people, because it's tough.

G. O. G. 85%

While a bit easy, Ren & Stimpy is a hilarious way to relax. The graphics can get really disgusting (I like it that way.). The two-player game is a bit disjoined, but a welcome addition.

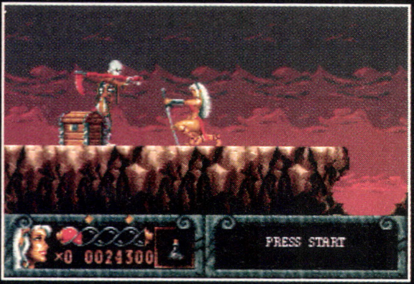
MIKE 88%

Fans of the cartoons will just die when they see the funny animations and crazy characters from that mad yet famous show. Add good graphics plus game play and you've got a winner.

BART 80%

For those of you who were REALLY disappointed with the Super NES version, this one is for you! Hilarious animations, great attacks and disgusting attributes that only R & S can do.

BLADES OF VENGEANCE



Pick one of three mighty warriors to defeat the evil that has spread across the land. Each fighter has his or her strengths and weaknesses, and there is plenty of magic to be collected as well. Can you purge the land of this horror?

Electronic Arts	Genesis	Action	8 Meg	December

DAVE 71%

Well, it's a cool idea that really didn't get a good start in life. The control needs some work and it's too easy to get by too many objects. On the plus side, the graphics enhance the theme.

G. O. G. 59%

While I like the premise, the actual game suffers from poor graphics, so-so control and too many "instant hits." Blades is only average. I'd say rent it first before you buy it.

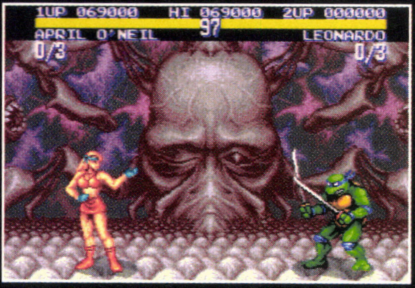
MIKE 79%

It starts out pretty cool; but after a while, it can get redundant. The action isn't the best but there is a lot of adventuring to do. Also, the graphics are clean and there are lots of items.

BART 65%

This game could have been great, if it wasn't for all of the cheap mandatory hits! As it stands, it is a so-so actioneer. However, there are some cool Bosses, but it is just an average cart.

TMNT: TOURNAMENT FIGHTERS



The Teenage Mutant Ninja Turtles are back and this time it's personal. Instead of the usual side-scrolling fights, they go one-on-one—even against each other. Play as one of the four turtles or pick one of the other fighters and see who's best.

Konami	Genesis	Fighting	16 Meg	Now

DAVE 62%

While this version takes on a darker persona with different characters, the game doesn't control as well as it should and the sound is simply unbearable. I really expected more.

G. O. G. 67%

A two-button fighting game. Hmm. What's wrong with this picture? It's a good fighting cart for the Genesis, and it looks really cool. The animation is nice; but for all this, it plays lousy.

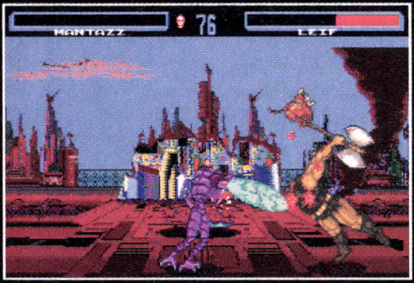
MIKE 69%

The SNES version was fantastic, but this one isn't close. Konami must have let this one slip by because they always have great carts. Dingy graphics and rough control ruin the effect.

BART 58%

Uh... no. What is the deal here? The Super NES version was excellent, but this? The moves are horribly limited, and the fighters are very unappealing. A real disappointment.

TIME KILLERS



Just when you thought Mortal Kombat was the bloodiest a game could get, here comes Time Killers. Select from many fighters, each with his or her strengths and weaknesses, and go to it. You can dismember your opponent as the carnage fills the screen.

THQ	Genesis	Fighting	16 Meg	December

DAVE

28%

Um... Hello? Am I missing something here? Time Killers has horrible play control, no music during the game, and only blood to make the title sell. This is 16-Meg? I think not.

G.O.G.

25%

Aaaaargh! What's with this cart? For a game to be even somewhat decent, it has to have some playability. It looks horrible! Where's the sound? I just can't even say how much I don't like it.

MIKE

37%

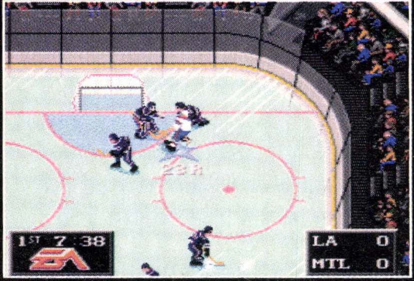
Yuk! What happened here? The arcade game wasn't that good, so why try? It's not that bad of a translation, but the game itself stinks. The graphics and playabilty are below average.

BART

30%

This is, uh, pretty bad! The moves are incredibly limited. The only redeeming feature is the Super Death Moves, which are pretty funny, if you don't block them. Nuff said!

NHL '94



Electronic Arts does it again. This time gracing the sport of hockey with their great treatment of sports events. Pick from several teams, with fluid action and exciting game play. Realistic sound effects and great graphics make this the hockey game to get.

Electronic Arts	Genesis	Sports	8 Meg	Now

DAVE

79%

Hockey. Yeah. This game is just like its predecessor, but has a few minor improvements. If you must own every EA sports game, I pity your wallet. Otherwise, it's a decent game.

G.O.G.

85%

EA keeps on makin' em, and I keep playing 'em. It's an improvement (ever so slight over the last hockey cart), but enough to be different. It's a good game for hockey fans.

MIKE

85%

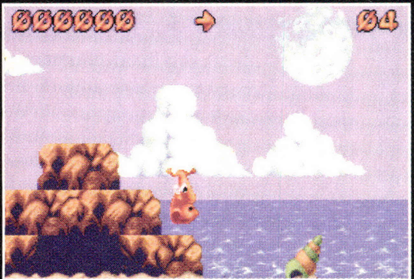
EA is tops when it comes to sports. Wether it's hockey or football, they always put out good products. This is no exception. Tons of options and good control add to the look of this cart.

BART

80%

This is a hockey game that is loaded with options, which is a huge plus! Plenty of teams to choose from and the instant replay is an excellent feature. Sports fans will want this one!

PUGGSY



An alien from another world who is completely lost, Puggsy decides to pull over at the nearest planet to get directions. However, his ship is stolen and he finds himself being chased by a gang of large raccoons. Help Puggsy get off the planet.

Psygnosis	Genesis	Action	8 Meg	Now

DAVE

89%

What a surprising game! Puggsy may look like it's a kiddie game, but it actually requires some thinking to get through the levels. It's cute and should provide hours of fun.

G.O.G.

85%

Puggsy is a fun cart to play. While it looks like a computer game, it is pretty neat. It gets a bit repetitive after a while, but most players will stay for the duration. I recommend this one.

MIKE

85%

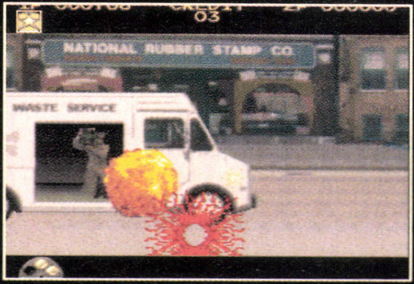
The cart has sharp graphics and cute characters.This is a puzzle game that can get a bit hard when trying to move around and figure out the levels. It's worth the time, if you're patient.

BART

79%

Puggsy sports excellent graphics, but this game takes quite a bit of time to get used to. There is much technique involved! This is more puzzle-oriented, but still a good time.

LETHAL ENFORCERS



"You can't shoot me..." Get the Justifier and start blowing holes in the bad guys. The hot arcade game bursts onto the Sega CD scene. One or two people can play, and there is even a Practice Mode. Put some bad guys in the ground!

Konami	Sega CD	Shooter	CD-ROM	Now

DAVE **88%**

Are you in a really bad mood? Pop this CD in and start blowing everyone away! Lethal Enforcers is a great stress reliever and is a darn good translation from the arcades.

G.O.G. **82%**

In terms of being an arcade translation, it's excellent, but this game didn't grow on me. Gun games seem too repetitive. I hate being sent back for killing a civilian. Good but not great.

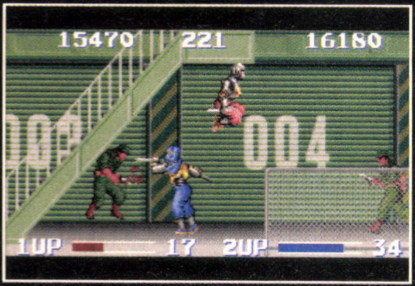
MIKE **83%**

This is a good translation of the arcade game. The shooting action can become redundant; but if you're into this kind of "shooter," then you'll enjoy it. It's fun to take out your aggressions.

BART **70%**

This is a decent translation of the arcade game, and is a pretty mindless exercise in "let's blow 'em away!" The graphics are pretty good, but it is basically "ready, aim, fire!"

NINJA WARRIORS



Right out of the arcade, here comes Ninja Warriors! Play as one of two cyber-ninjas, or in two-player simultaneous play. Like the arcade, the game is presented in a wide-screen format, so there is plenty of action going on. Go, go ninja droids!

Taito	Sega CD	Action	CD-ROM	December

DAVE **63%**

It's fun... for about three minutes until you finally realize how boring it is. The game looks good, but it has no brawn to back it up. It gets better with two players, but not by much.

G.O.G. **67%**

Boring game! Ninja Warriors looks like the ancient game it is. It's another title that just should have gone to cartridge format, if anywhere. This is only for fans of the arcade version.

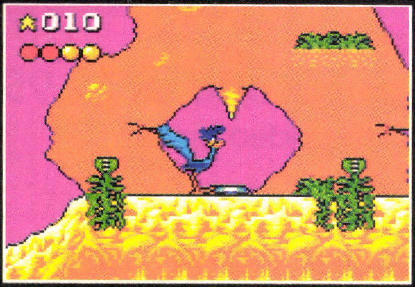
MIKE **60%**

It looks like the arcade rendition, but lacks its sharp graphics and detail. Also, the game play is reduced a bit. Overall it gets boring real fast and doesn't do the CD justice.

BART **60%**

The arcade version of this game was good for its time, but this game shows its age. There is nothing of CD quality and there are so few special moves that the game fails to hold attention.

DESERT SPEEDTRAP



Beep-Beep! It's that plucky Road Runner fleeing Wile E. Coyote and his box of traps for our speedy hero. Dramatic cinemas underscore the chase, with Game Gear pushed to the maximum with its colour and sound effects. What's a hedgehog?

Sega	Game Gear	Action	2 Meg	December

DAVE **91%**

Oh yeah! It's hard to believe that this game is actually on the Game Gear. Games like this are becoming the norm and it's terrific. Plenty of action and speed. Take this one on a long trip.

G.O.G. **84%**

Game Gear games keep getting better and better. The colors are brilliant and the game play is really good. The levels are huge, leaving lots for exploration. Hard on the eyes, but great.

MIKE **87%**

Game Gear is surprisingly getting good. Games like this are excellent quality for the portable system. Great colors, fun game play and neat techniques make this worth buying.

BART **85%**

For a portable system, this game will leave you dumbfounded! Hard to believe they could squeeze all this into a Game Gear, but they did it. Fans of Road Runner should look at this one.

Finally...

The Comic Book We Almost Couldn't Publish!

Street Fighter™, the comic book series has the following approximate on sale dates:

Street Fighter™ #1 will be at comic shops on September 2, 1993
(Newsstand copies will be available 1-3 weeks later)

Street Fighter™ #2 will be at comic shops on October 5, 1993
(Newsstand copies will be available 1-3 weeks later)

Street Fighter™ #3 will be at comic shops on November 2, 1993
(Newsstand copies will be available 1-3 weeks later)

(Note: Comic Shops and newsstand copies are printed at the same time, however most comic shops will get their copies via AIR shipment and newsstand and convenience stores ship via TRUCK freight.)

Due to its high level of violence and mature themes, these issues are not recommended for the weak of heart.

(Collectors Please Note: The publishers will fill first orders only, and will not go back to press once retailers receive their first shipment of each issue, that's it!)

Capcom is limiting the on sale time of these comics and will not allow them to be re-published. This will be your only chance to get the issues complete and uncensored.

Fewer than 500,000 copies of each issue will be published at $2.95.
Consider this: There will be fewer copies of the comic then of the video game!

Reserve your copy from your local retailer now!

For a list of comic shops in your area, check the yellow pages under comic books or books and magazines.

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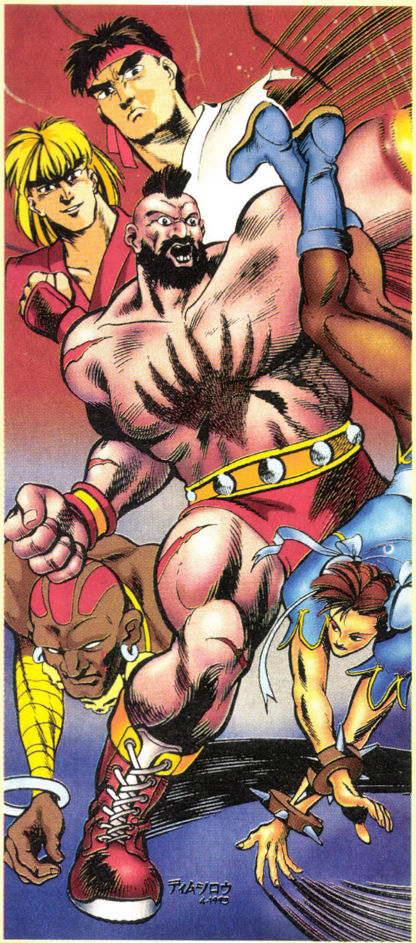

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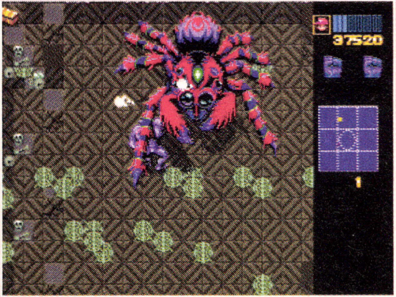
GAME OVER!

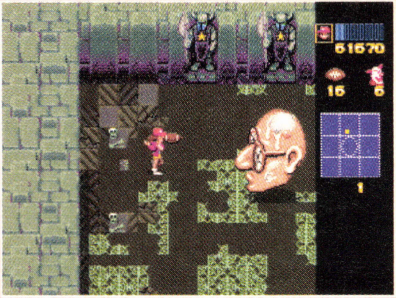
ZOMBIES ATE MY NEIGHBORS

This ghoulish game has no real ending, or at least one you would expect. When you reach the vile Dr. Tongue, he will transform into a hideous spider. He will then turn into a giant head. After you stop him, a special screen will show how many enemies you have stopped. Think you're safe, eh? Sorry, there's still one more "level" you have to finish. This is the credit level where you get to meet the designers of the game! Go through the offices of LucasArts and rescue all the hidden people. Only then is this game all over. Strange but true...

The terrible Dr. Tongue!



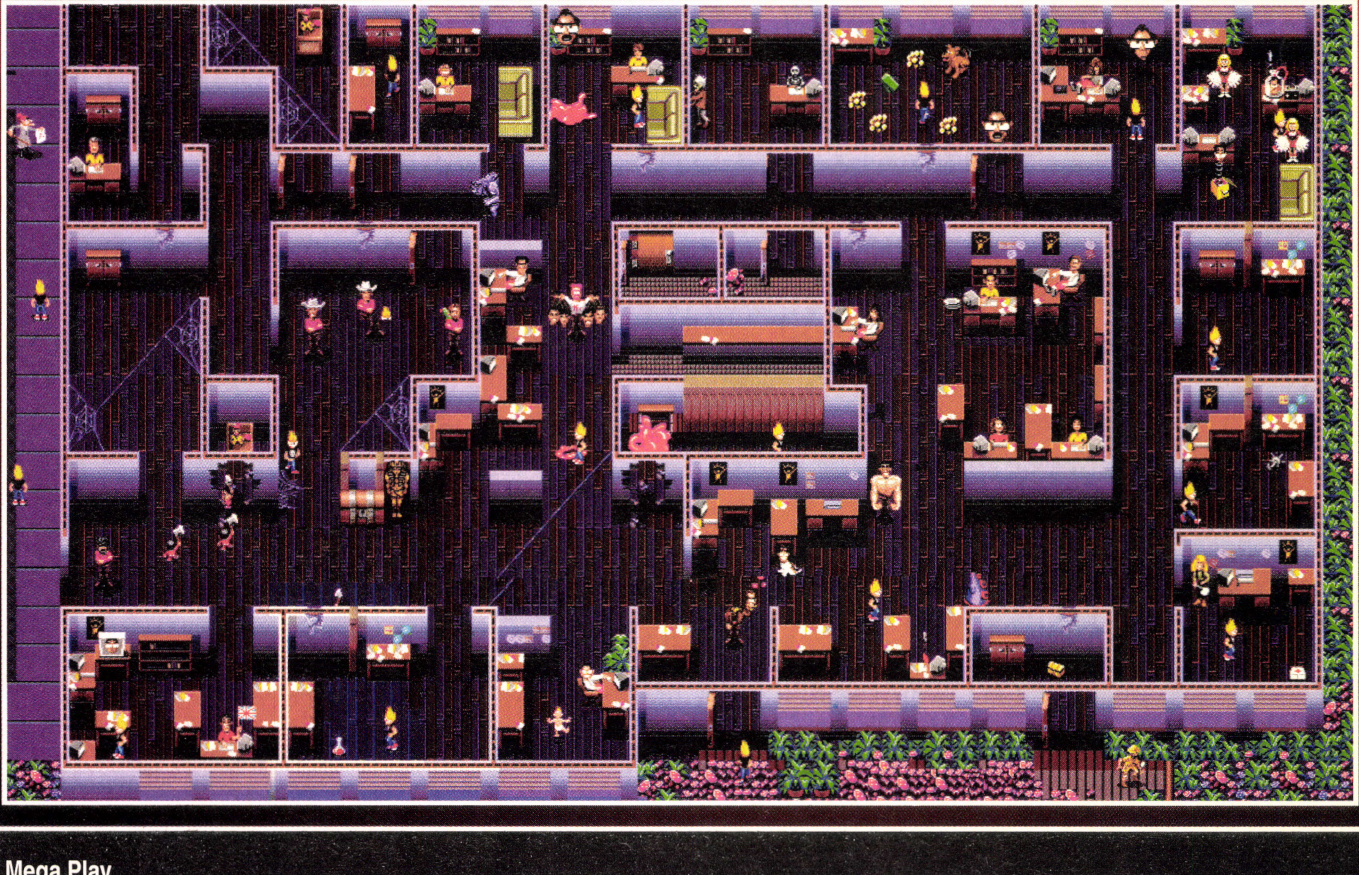
The spider is quite deadly. Use a potion, then punch it to death.



Bust Dr. Tongue's head open! He's got an easy pattern to learn.

When you beat him, you get to see the total number of monsters killed in the game. Then, go on to the credit level!

Credit Level Map



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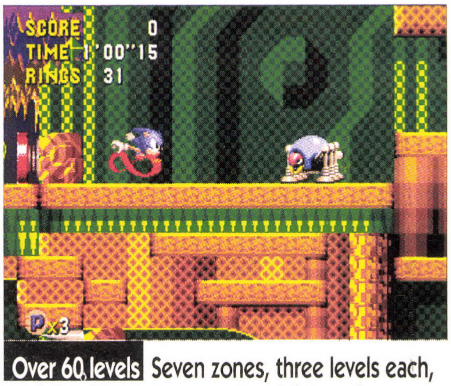
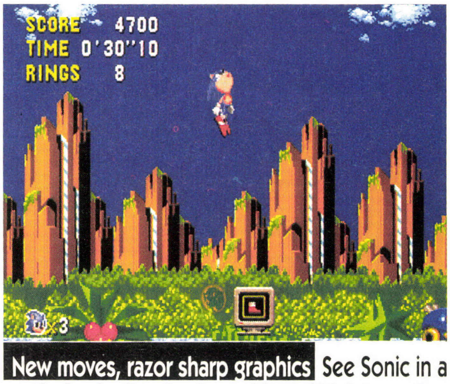
SONIC

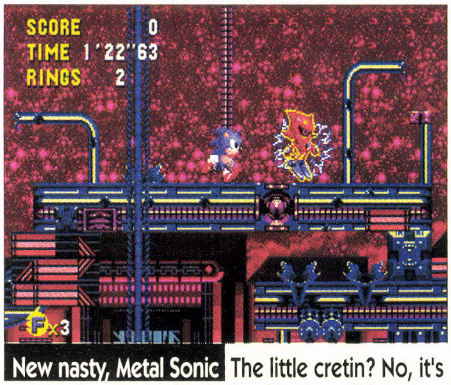
CD GOES SONIC


SCORE 0
TIME 1'00"15
RINGS 31
P×3

Over 60 levels Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.


SCORE 4700
TIME 0'30"10
RINGS 8
×3

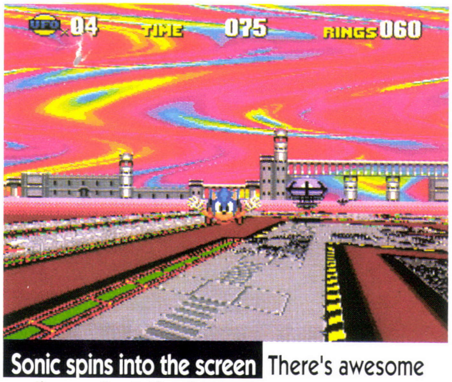
New moves, razor sharp graphics See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.


SCORE 0
TIME 1'22"63
RINGS 2
F×3

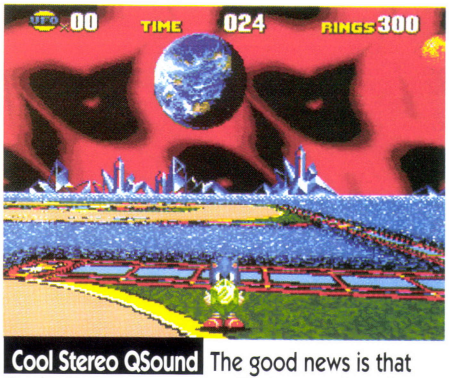
New nasty, Metal Sonic The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound.™ Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.

GOES CD



Sonic spins into the screen There's awesome scaling and rotation in the bonus zones, so you can play from Sonic's point of view. You don't get dizzy easily, do you?



Cool Stereo QSound The good news is that Sonic CD has the coolest Sonic sound track ever, composed and produced by Spencer Nilsen. In QSound™ surround stereo.

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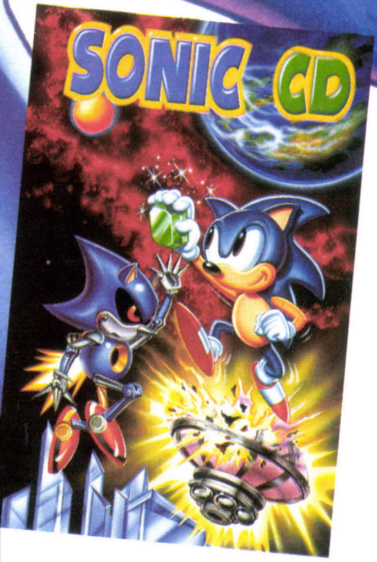

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Disney's
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AND THE BEAST

Roar of the Beast

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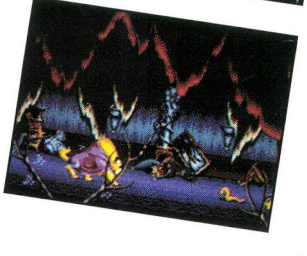

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